



SKYWALKER'S LIGHTSABER

MILLENNIUM FALCON



Cargo mandibles

Cockpit



Quarterstaff

REY



BB-8

Photoreceptor

Gauze wrap



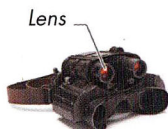
OFFICER'S BLASTER



FINN

F-11D blaster rifle

Plasma blade



Lens

QUADNOCULARS

KYLO REN

STAR WARS™

THE FORCE AWAKENS

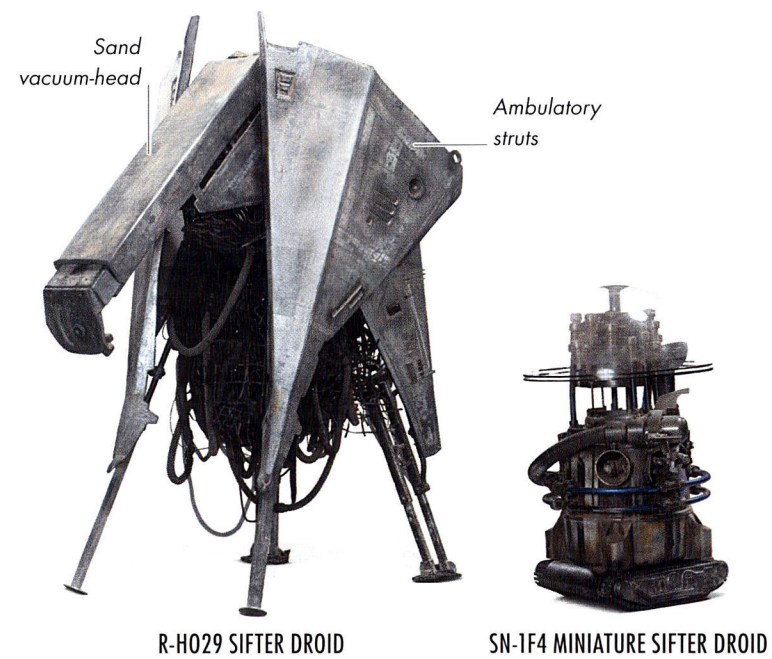
THE VISUAL DICTIONARY

STAR WARS

THE FORCE AWAKENS THE VISUAL DICTIONARY

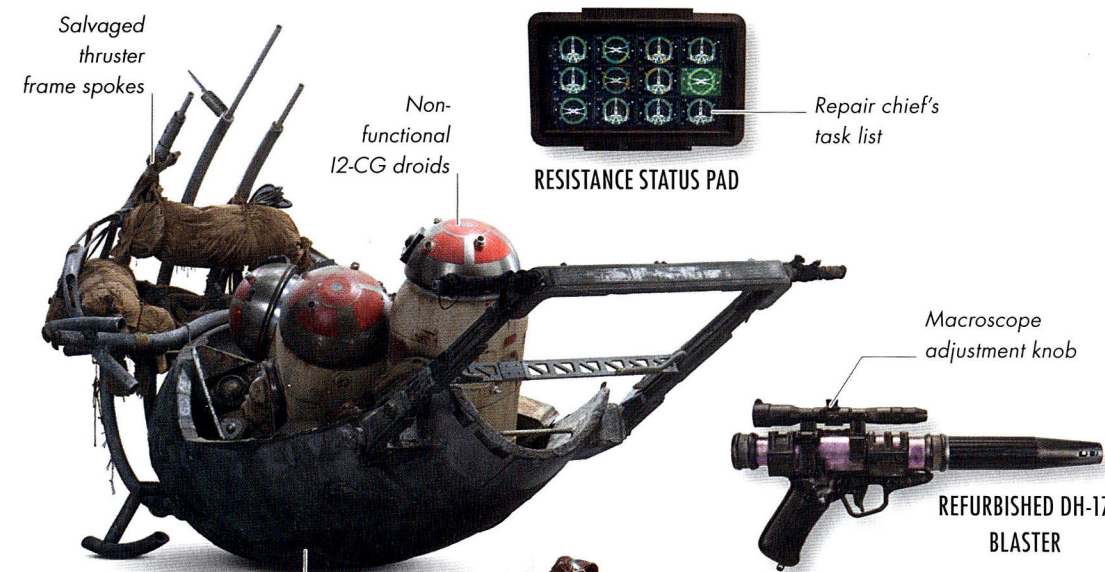


WORRT



R-H029 SIFTER DROID

SN-1F4 MINIATURE SIFTER DROID



"CRUSHER" ROODOWN'S SLED

RESISTANCE STATUS PAD

REFURBISHED DH-17 BLASTER

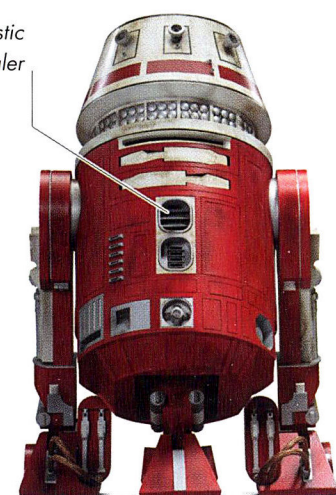


DENGUE SISTERS

Thoracic carapace

Traditional Culisetto travel smock

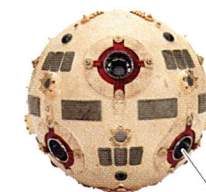
Burr acoustic signaler



RP-GO



REY'S WATER BOTTLE



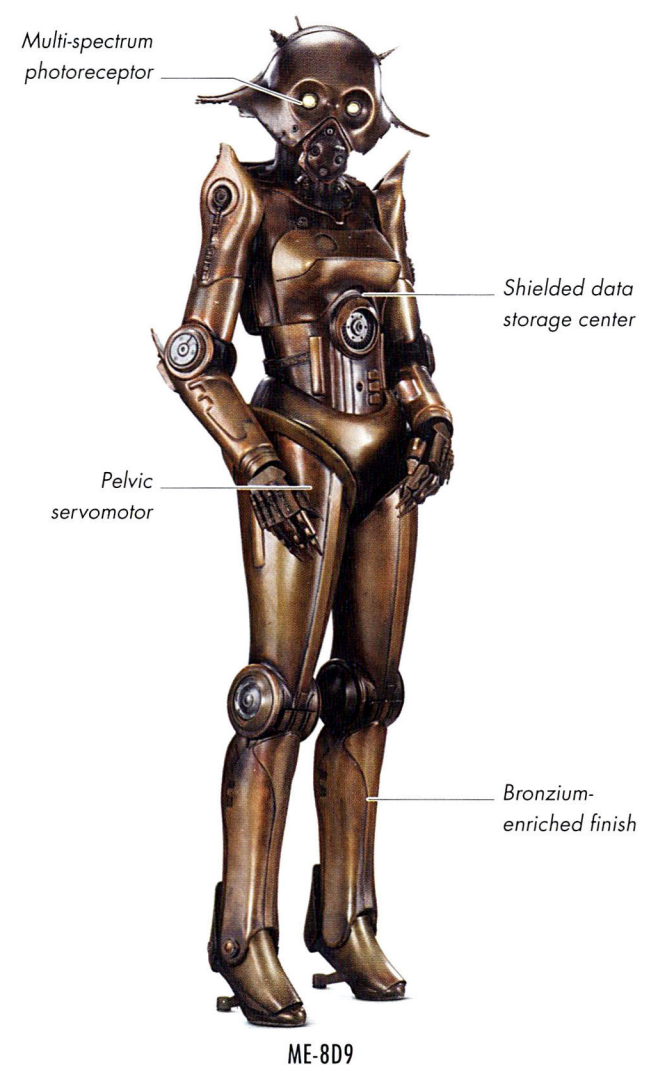
TRAINING REMOTE

Shock ray emitter

STAR WARS

THE FORCE AWAKENS

THE VISUAL DICTIONARY



ME-8D9

WRITTEN BY PABLO HIDALGO
SPECIAL FABRICATIONS BY JOHN GOODSON

CONTENTS

Introduction	6
Peace Interrupted	8
BB-8	10
Poe Dameron	12
Lor San Tekka	14
Stormtroopers	16
Flametroopers	18
FN-2187	20
Finn	22
Kylo Ren	24
Kylo Ren: Dark Warrior	26
Captain Phasma	28
Rey	30
Rey: Survivor's Spirit	32
Starship Graveyard	34
Niima Outpost	36
Unkar Plutt	38
General Hux	40
Finalizer Crew	42
TIE Fighter Pilots	44
Han Solo	46
Chewbacca	48
Rathtars	50
Guavian Death Gang	52
Kanjiklub	54
General Organa	56
Resistance Commanders	58
Resistance Pilots	60
Resistance Ground Crew	62
C-3PO	64
R2-D2	65
The Senate	66
Starkiller Base	68
Snowtroopers	70
Maz Kanata	72
Maz's Castle	74
Castle Guests	76
Index	78
Acknowledgments	80

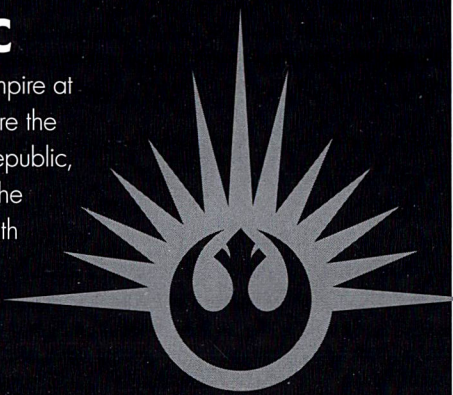


PEACE INTERRUPTED

AFTER YEARS OF REBELLION, the death of Emperor Palpatine gave the oppressed peoples of the galaxy undeniable evidence that the Empire could be defeated. A longing for freedom and peace drove a great tide of revolution from sector to sector, to the point where a truce—unthinkable at the height of the Galactic Civil War—was signed between the New Republic and the weakened Empire. As one of its first acts, the restored Senate promptly passed the Military Disarmament Act. Many were convinced that the age of galaxy-wide conflict was over.

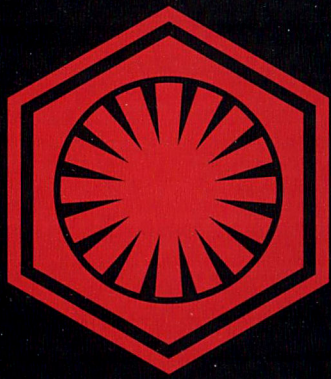
THE NEW REPUBLIC

Following its great victory against the Empire at the Battle of Endor, the Alliance to Restore the Republic rebranded itself as the New Republic, and shortly afterward a peace treaty—the Galactic Concordance—was signed with the remnants of the Empire. Believing that the Empire was no longer a threat, the New Republic turned its attention to reshaping galactic politics.



THE FIRST ORDER

The Galactic Concordance defanged the Empire's ability to wage war, with strict disarmament treaties and punishing reparations. The Old Empire withered away, becoming a remnant of political hardliners locked in a cold war with the New Republic, before eventually breaking away to reform in the Unknown Regions as the mysterious First Order.

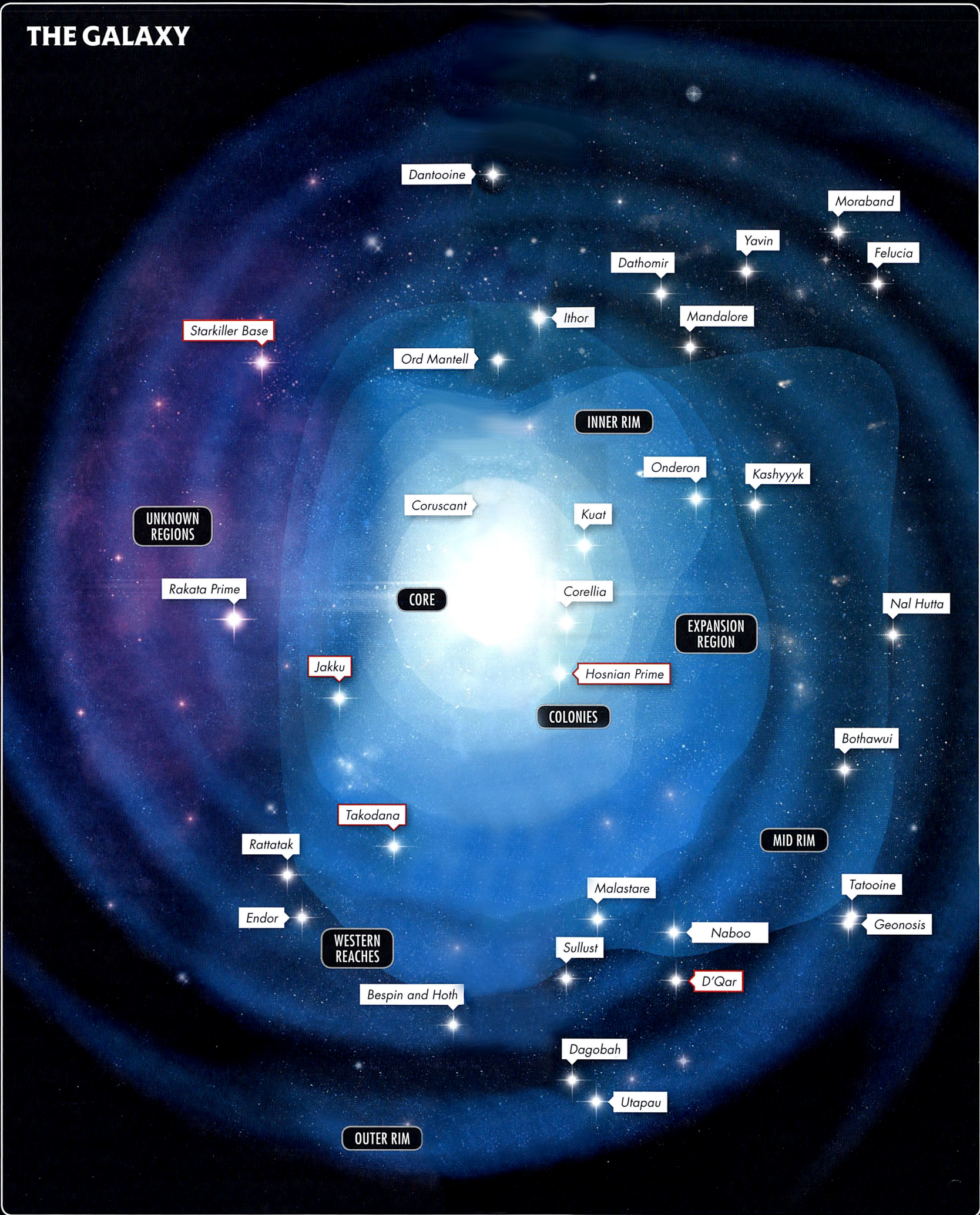


THE RESISTANCE

The Resistance is a small private force created by Princess Leia Organa to keep watch on the movements of the First Order. Though she petitions the New Republic government for support, she finds the politics of the Senate too slow and too mired in self-interest to be of any help. The New Republic tolerates the Resistance, though it is wary of risking war with the First Order.

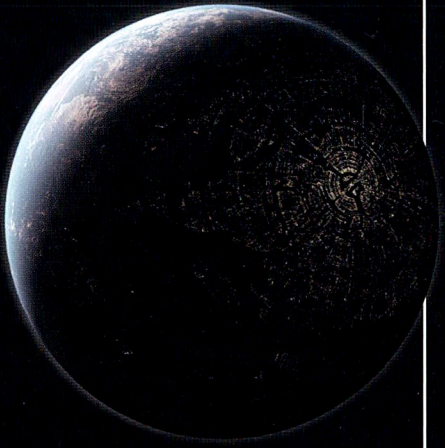


THE GALAXY



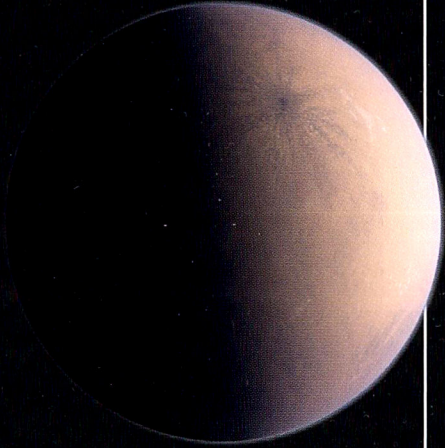
HOSNIAN PRIME

To demonstrate that the New Republic was not doomed to repeat the errors of the past, one of Chancellor Mon Mothma's first edicts was the restoration of the Galactic Senate, to create a forum where the Republic would define its very nature. It was decided that all worlds would have an equal say in the shaping of government. This change resulted in the capital of galactic politics moving from Coruscant, its home for millennia. Member worlds would now host the Senate on a rotating basis. At this time, it is the cosmopolitan world of Hosnian Prime where the Senate convenes.



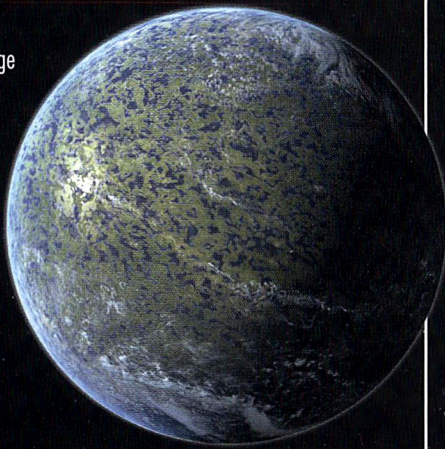
JAKKU

Jakku is a striking example of a world shaped by the aftermath of the Galactic Civil War. The barely settled desert world in the Western Reaches became a rallying point for retreating Imperial forces, and they fought a last-stand battle above the planet, which once held a secret Imperial research base. A huge fleet of New Republic warships engaged Imperial vessels in the upper atmosphere, and the crippled Imperial ships used their tractor beams to drag Republic vessels into the sands below. The end result was a vast graveyard of warships, waiting to be plundered.



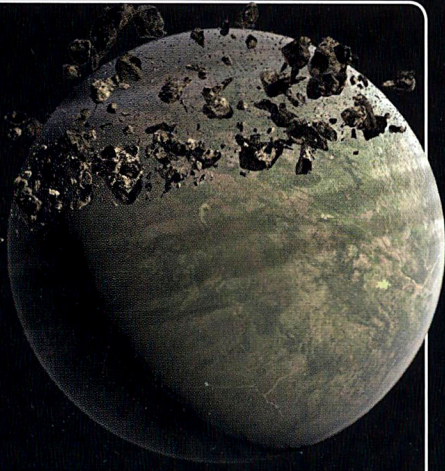
TAKODANA

Galactic Republic, Imperial, New Republic—who is in charge of the galaxy matters little to the most cynical of space pirates, who look to make a living on the edges of the law and civilized space. Takodana has been a haven for shady spacers for centuries, as the den of famed pirate Maz Kanata. In her castle keep she hosts a crossroads for travelers looking to journey deeper into civilization or farther into the frontier. War has not come to Takodana, as it has remained neutral throughout its long history, and spies on all sides frequent Maz's castle, hoping to find strategic information.



D'QAR

A world of lush vegetation and no native intelligent life, D'Qar fit the profile for a prospective rebel base when it was first scouted decades earlier by members of Corona Squadron. Pilots Thane Kyrell and Kendy Idele initially surveyed the world for signs of an Imperial presence prior to the Battle of Endor. A small Alliance outpost was later established, but the war ended before the need for a full-scale base ever surfaced. The scouting report remained secure in Alliance records for when the Resistance required a hidden base of operations.



BB-8

AN INTENSELY LOYAL astromech droid, BB-8 is usually never far from pilot Poe Dameron's heels. Like the older, larger astromechs that assist the ranks of the Resistance starfighter forces, BB-8 is equipped to control the flight and power distribution systems of a starfighter when the droid is locked into its astromech socket. The pairing of a selenium power drive and a dedicated, goal-focused personality keeps this orbiculate automaton tirelessly rolling, even into certain danger.



Though BB-8's self-preservation protocols result in the droid being skittish and easily frightened, its experiences have created a strong loyalty subprogram that cannot be overwritten.

Magnetic caster

Commutator

Ollisteeep-4D
nanopin data port

Service access thread

Stainless innoxium

High
frequency
receiver
antenna
(damaged)

Condensed
helical
transmitter
antenna

Lightweight
cranial frame

Towerslee-15
accelerometer



TRUSTY COMPANION

BB-8 is the first to spot the approaching First Order invasion of Kelvin Ravine on Jakku, and attempts to warn Poe. As it becomes clear that Poe is unable to complete his mission for General Leia Organa, the pilot asks BB-8 to continue alone. The little droid bravely evades the attacking stormtroopers and rolls into the foreboding desert night.

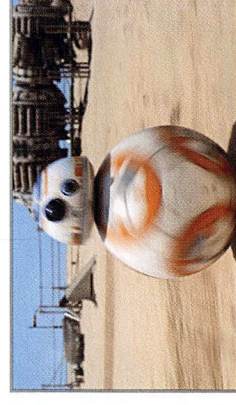
ALWAYS MOVING

An internal orbiculate motivator rolls BB-8's body, while its head is kept perched atop the sphere with magnetic casters.

Wireless telemetry between the head and body removes the need to keep the head tethered to a single contact point. When BB-8 needs extra stability or must traverse areas it can't roll through, it fires compressed liquid cable launchers that then reel the droid into hard-to-reach spots.

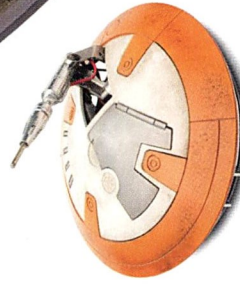
Primary photoreceptor

Articulated holoprojector array



BB-8's dense shell and sealed access points prevent dust contamination that would have seized the servomotors of older models.

Power
recharge port



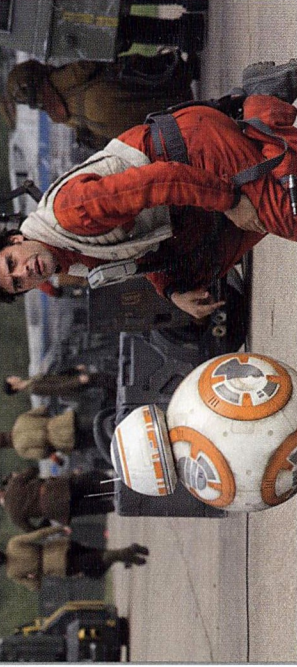
BB-8's six swappable circular tool-bay disks can be replaced and upgraded with minimal reprogramming. This example is equipped with a magnetic-tipped bolt-spinner.

Motivator
cooling vents

Surface sensors

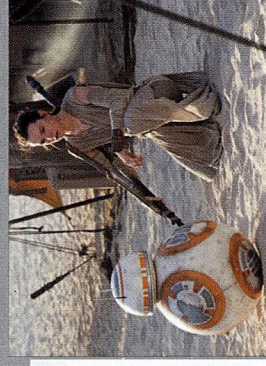
FRIENDS IN FLIGHT

Poe Dameron grew up hearing tales of heroic pilots and their trusty astromechs, and as such has always fostered a deep respect for his droid companions. Dameron keeps BB-8's systems up to date and the droid's mechanical components well maintained. BB-8 returns the favor by making sure the settings on any ship assigned to Poe are configured to his preferences.



DATA FILE

- > BB-8 converses in 27th generation droidspeak code, a compressed variant of the most common astromech language.
- > BB-8's tracking mode, which connects it to the Resistance network, was negligently disabled prior to its latest mission.



POE DAMERON

POE DAMERON GREW UP hearing the legends of the starfighter jockeys of old, having been raised by veterans of the Rebel Alliance. At 32 years old, Poe is now the most daring and skilled of the Resistance pilots. His appetite for risk is indulged by even the most serious minded Resistance commanders, as he gets spectacular results when pitted against First Order starfighter patrols. Though brash, Poe has great charisma and limitless respect for the idealistic founders of the Resistance, particularly his idol, General Leia Organa.

REBEL ROOTS

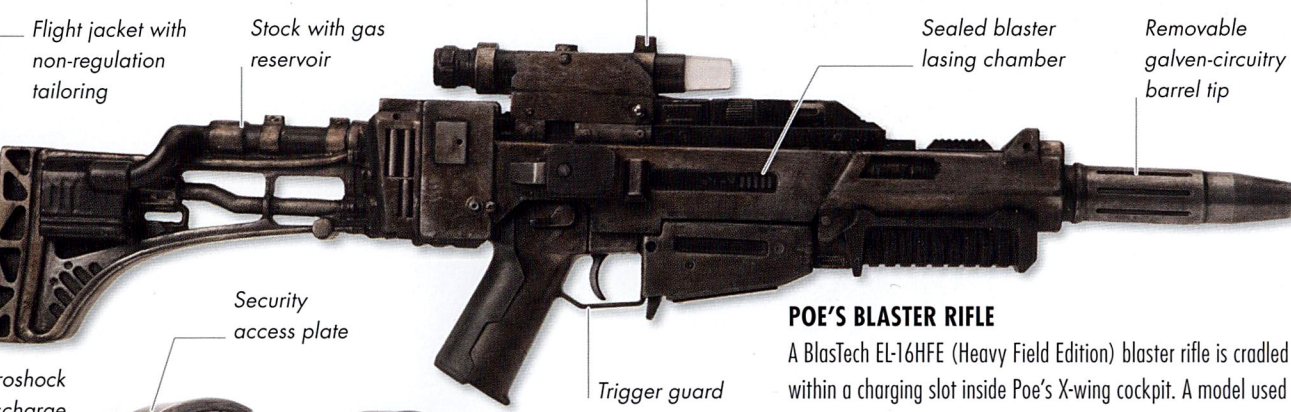
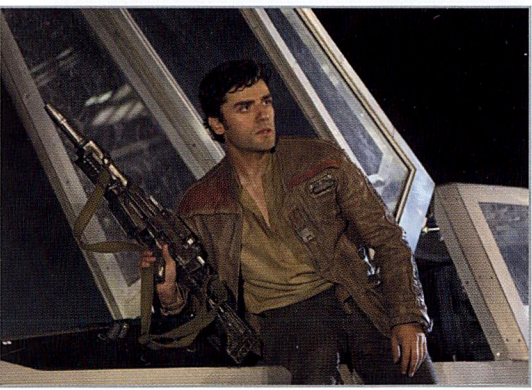
Poe Dameron was born toward the explosive finale of the war between the Rebel Alliance and the Galactic Empire. His mother, Shara, was an Alliance fighter pilot while his father, Kes, also served in the rebel military. Poe was raised on Yavin 4, in a newly established colony not far from the Massassi ruins from which the Rebel Alliance launched the fateful mission that destroyed the first Death Star.



MISSION TO JAKKU

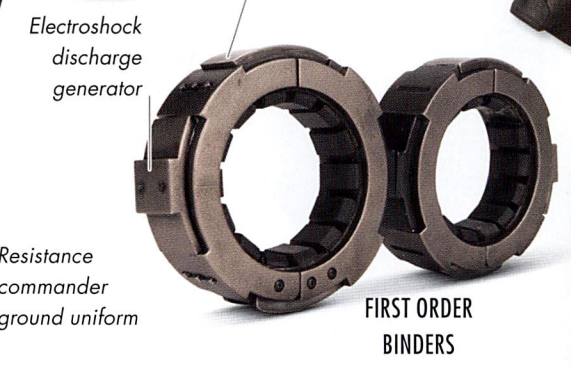
Massively outnumbered by the First Order, the Resistance scrapes together what resources it can to prepare for the oncoming war. General Organa sends Poe to the poorly settled fringes of the galaxy's Western Reaches, where he seeks out Lor San Tekka. This old ally of Leia and her brother holds information that can save the Resistance.

As Poe gets ready to depart Tuanul village in Kelvin Ravine on Jakku, he witnesses the approach of First Order invaders and impulsively rushes into action.



POE'S BLASTER RIFLE

A BlasTech EL-16HFE (Heavy Field Edition) blaster rifle is cradled within a charging slot inside Poe's X-wing cockpit. A model used throughout the Resistance, it is outdated New Republic surplus.



FIRST ORDER BINDERS

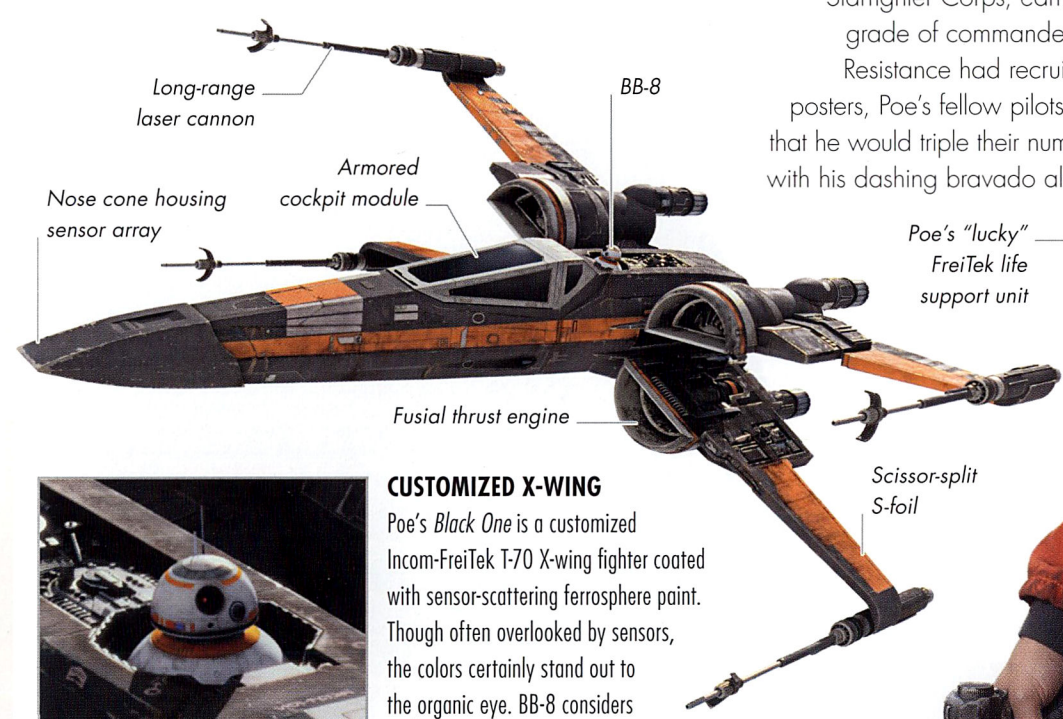
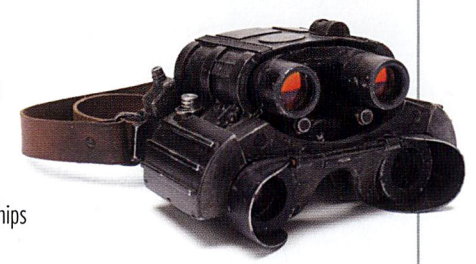
Reckless Poe has been in many tight spots throughout his adventures, but even he is helpless before the overwhelming power commanded by Kylo Ren, enforcer of the First Order.



DATA FILE

> In addition to his skills as a pilot, Poe is a capable infantryman, equipped with gear such as Neuro-Saav TE4.4 field quadnoculars.

> Poe has been flying starships since he was six years old.



CUSTOMIZED X-WING

Poe's *Black One* is a customized Incom-FreiTek T-70 X-wing fighter coated with sensor-scattering ferrosphere paint. Though often overlooked by sensors, the colors certainly stand out to the organic eye. BB-8 considers *Black One* the best and smoothest ride of Poe's ships.



POE'S HELMET

Though many starfighter pilots detest atmospheric missions, Poe delights in soaring through skies and skimming the surfaces of planets. The tug of the wind creates an intense and turbulent feedback that feeds Poe's appetite for thrills.

RESISTANCE ACE

Poe served as a squadron leader in the New Republic Defense Fleet, but was frustrated by the central government's failure to take the First Order threat seriously. Upon being recruited into the Resistance, Poe found an organization that better resembled the Rebel Alliance of old. He quickly rose through the ranks of the Resistance's understaffed Starfighter Corps, earning the grade of commander. If the Resistance had recruitment posters, Poe's fellow pilots joke that he would triple their numbers with his dashing bravado alone.



Tousled hair from wearing helmet

Inflatable flight vest

Poe's "lucky" FreiTek life support unit

Scissor-split S-foil

Glie-44 blaster pistol

Old Rebel Alliance symbol has been adopted by the Resistance

Anti-corrosion lacquer finish

LOR SAN TEKKA

AS THE EMPIRE TOPPLED, retreating Imperial officials destroyed records that would have been vital to the New Republic's attempts at galactic reconstruction. New Republic bureaucrats turned instead to firsthand accounts from well-traveled locals to fill in the gaps. A seasoned traveler and explorer of the more remote fringes of the galaxy, Lor San Tekka has proven his worth to the New Republic and the Resistance many times over. Ready to retire after decades of exploration and adventure, the spiritual San Tekka has settled with a colony of villagers in the remote Kelvin Ravine on the frontier world of Jakku.



Knowing that Lor San Tekka is a font of obscure information, Poe Dameron seeks him out on Jakku, hoping that his esoteric knowledge will be of benefit to the Resistance.

DATA FILE

- > Lor travels lightly and shows wisdom in the few artifacts he continues to carry from place to place.
- > Lor is old enough to have witnessed the Jedi Knights prior to the Clone Wars. He never believed the lies that painted them as traitors.



Tuanulberry-dyed linen tunic

Gundark-hide survival belt

In his travels, Lor San Tekka uncovered much of the history of the Jedi Knights that the Galactic Empire had tried so hard to erase. Others now seek him for his knowledge of Jedi secrets.



CHERISHED ARTIFACT

Hidden in a plain leather sack is Lor's most valued possession—an antiquated data storage unit.



KEEPER OF FAITH

Though San Tekka is not Force-sensitive, he has witnessed its power firsthand. During the dark times of Emperor Palpatine's rule, San Tekka was a follower of the Church of the Force. This underground faith was made up of loosely affiliated worshippers of the Jedi ideals, who steadfastly believed that one day their light would return to the galaxy.

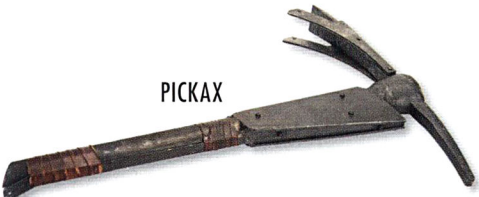


Home-spun fantabu-wool coat

Chain of Wisdom

VILLAGER ESSENTIALS

The villagers of Tuanul follow an ascetic lifestyle, rejecting the comforts and luxuries of the galaxy. Even in matters of defense, the villagers prefer to create their own weapons rather than line the coffers of weapons manufacturers. Though not pacifists, the villagers reject the trappings of warfare, especially the profit-driven conflicts that have polluted much of the galaxy.



PICKAX

Salvaged industrial power shunt



ILCO MUNICA'S BLASTER RIFLE/CLUB



DASHA PROMENTI'S BLASTER PISTOL

Carved dune zaywar tusk handle



Seeking Lor San Tekka, the First Order sends more than sixty stormtroopers to pacify Tuanul village, which the villagers fight tenaciously to defend.



Built around a large vaporator cistern, the wattle and daub huts of Tuanul village are an oasis of life in the otherwise empty Kelvin Ravine.



MACES



BLOGGIN-OIL LAMP



SHOVEL



AX



Pump-action recharger

ILCO MUNICA

Abednedo species



Pilgrim's robe

Insulated boots

Unadorned hair

Fantabu-fur fringed vest

Sash of the Balanced

Simple dyed linen dress

DASHA PROMENTI



TUANUL VILLAGERS

In the time of the Empire, with the Sith secretly in command of the galaxy, any displays of organized worship or belief in the supernatural were against Imperial law. Underground religions spread across the galaxy, to finally emerge from the shadows with the defeat of Emperor Palpatine. Tuanul village on Jakku houses a collective of worshippers who praise the virtues of the Force without being graced by the ability to wield it.

STORMTROOPERS

THE FOOT SOLDIERS of the First Order draw upon the heritage of the armored infantry units that blazed across the battlefields of the Clone Wars, in the final years of the Old Republic. The stark white armor that was once an honorable symbol of defense was transformed under the Empire into the faceless icon of an evil regime. Treaty stipulations forbade the building and mobilization of stormtrooper forces after the Galactic Civil War, but little does the New Republic realize that the First Order is escalating its military preparations for a bold strike. Stormtroopers once again are leading the charge.



Though the conflict between the First Order and its enemies has not yet escalated into full-scale war, there have been isolated skirmishes as the First Order tests the New Republic's resolve.

Sonn-Blas FWMB-10 repeating blaster—also known as a megablaster

TRAINING REGIME

During the time of the Galactic Empire, inconsistent academy standards led to stormtroopers of varying skill and ability. Out of necessity, the First Order enforces a far more regimented approach to training to ensure excellence across its reduced stormtrooper ranks. First Order stormtrooper training emphasizes improvisation and counter-insurgency operations, as well as guerrilla tactics. No longer tasked with ensuring loyalty to a dominant galactic government, these soldiers instead need to know how to claw their way back into power. This mindset has created a more well-rounded combat education than the training of the past.

DATA FILE

- > To keep their weight down, most stormtrooper helmets lack advanced imaging gear, requiring stormtroopers to use separate quadoculars in the field.
- > Stormtroopers are denied any form of identification beyond their serial numbers.

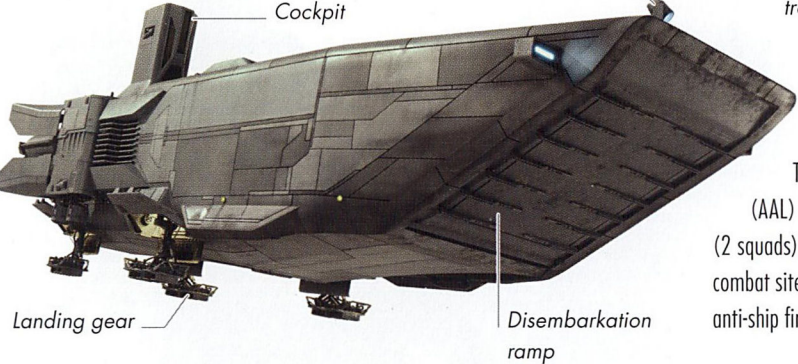


Composite betaplast helmet with integral polarized lenses

Filtration system with external tank hook-up

Web gear holds extra ammunition

Barrel cooling shroud



Landing gear



Collapsible conductor contact vanes

Cockpit

Spotlight

Disembarkation ramp

Z6 RIOT CONTROL BATON

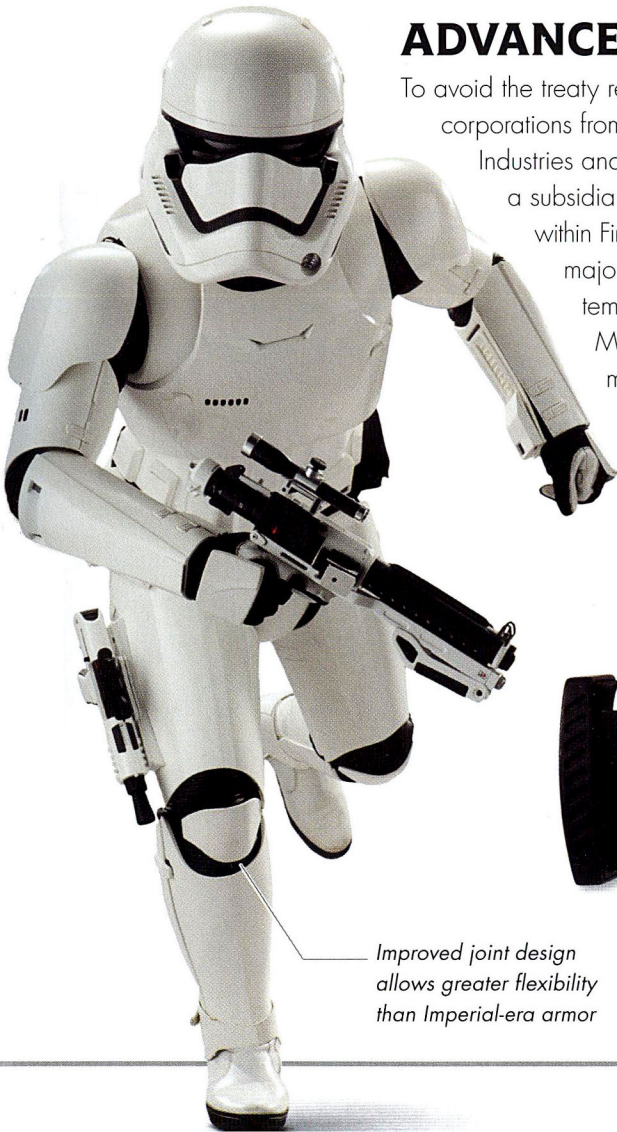
TROOP TRANSPORTER

The Atmospheric Assault Lander (AAL) ferries up to 20 stormtroopers (2 squads) from an orbital carrier to a combat site quickly and precisely, avoiding anti-ship fire long enough to deploy its forces.

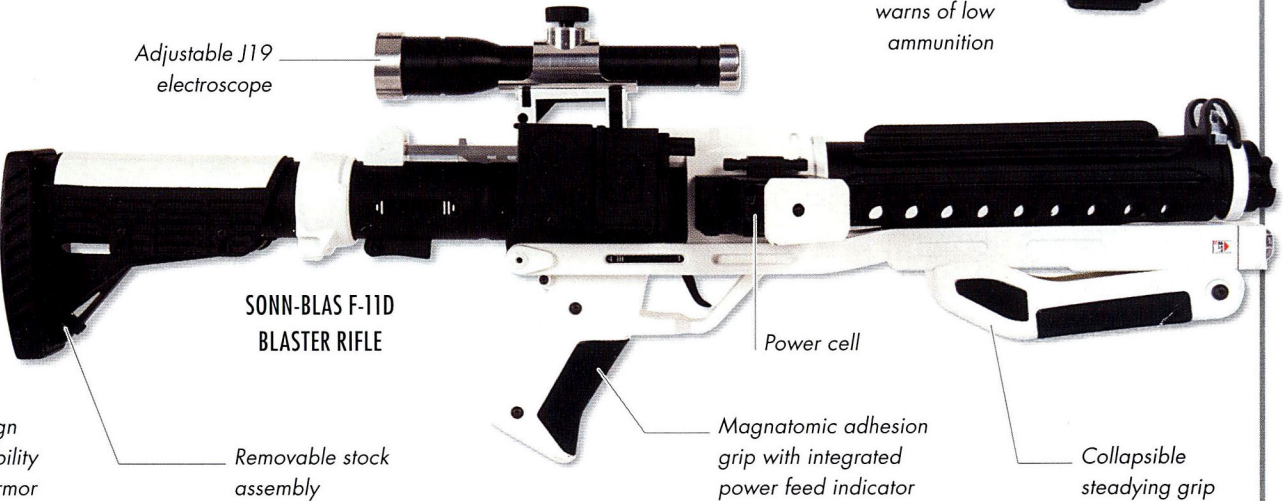
Adhesion grip magnetically pairs with trooper gloves

ADVANCED ARSENAL

To avoid the treaty restrictions that prevented major galactic corporations from selling arms to the First Order, BlasTech Industries and Merr-Sonn Munitions cynically spun off a subsidiary called Sonn-Blas Corporation, which operates within First Order space. This company manufactures the majority of First Order weaponry, building on classic templates that date back to the Clone Wars. Modern stormtrooper weaponry boasts precision manufacture, rugged designs, and efficient energy cells for greater battlefield accuracy, ammunition yields, and operational lifespan.



Improved joint design allows greater flexibility than Imperial-era armor



Adjustable J19 electroscope

SONN-BLAS F-11D BLASTER RIFLE

Removable stock assembly

Power cell

Magnetomic adhesion grip with integrated power feed indicator

Collapsible steadying grip

Heat dispersing barrel head

Integrated sight and mounting bracket

SONN-BLAS SE-44C BLASTER PISTOL

Vibrating pulser warns of low ammunition

Lethal force used if riot situations escalate

CLOSE COMBAT

Worlds within First Order territory are ruled with cruel authority, and stormtroopers are the first line of punishment for anyone who needs to be reminded of this. To suppress unruly civilians, stormtroopers are trained in riot control tactics and assigned specialized non-lethal equipment to batter their opponents into submission.



Lightweight composite betaplast ballistic riot shield

FLAMETROOPERS

SPECIALIZED STORMTROOPERS of the First Order, flametroopers carry incendiary weapons that can transform any battlefield into a blazing inferno. When strategically deployed, flametroopers can deprive the enemy of safe cover by torching it, while also supplying cover for friendly forces in the form of walls of fire that stormtrooper armor can withstand. In particularly dry and flammable environments, flametrooper deployment may lead to a quick and decisive victory, as the fires started by their weaponry grow to rapidly engulf any resistance.

Reinforced cyramech helmet with minimized openings

D-93 Incinerator flamethrower kit

Narrow slit visor reduces glare from weapon

Supplemental breathing tank linkages

Twin outer conflagrine-14 fuel tanks

Central pressurized propellant tank

Propellant pressure indicator

Double-barreled D-93w flame projector gun

Piezoelectrical ignition system

Double-chambered reinforced hose

D-93 INCINERATOR FLAMETHROWER

The armored tankages worn by flametroopers contain extremely volatile flammable gel that is launched by a separate propellant gas. Both are mixed and ignited at the barrelhead of the projector gun and launched a distance of up to 75 meters, depending on local wind conditions.

D-93w flame projector gun

Ignition chamber and barrel

Temperature control body glove

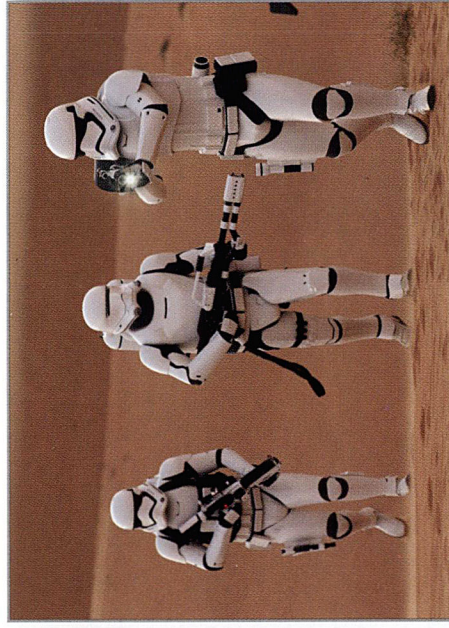
Braced firing stance for maximum control

Integrated knee cover

Positive grip boots

Heat deflecting armored gaiters

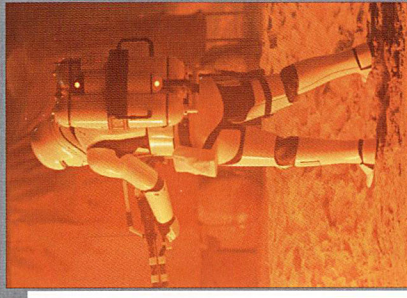
Articulated greaves allow for greater foot movement



Standard ten-soldier stormtrooper squads contain a slot for a single weapons specialist. Depending on mission profiles, that specialist may be a megablaster heavy assault trooper, a riot control trooper, or a flametrooper. The soldiers sent to raid Jakku consist of representatives of all of these types.

DATA FILE

- > Incendiary weapons are a millennial-old infantry mainstay, modernized by the Mandalorian supercommandos and the Republic clone troopers of the Clone Wars.
- > Common Resistance nicknames for flametroopers include "roasters," "hotheads," and "burnouts."



FLAMETHROWER TACTICS

Under most combat conditions, flametroopers are specialist units accompanied by standard stormtrooper infantry. The incendiary assault troopers are best deployed to flush out entrenched enemy positions, allowing the standard infantry to fire upon targets as they flee cover. The standard infantry also serves as protection, guarding the flametroopers. Flametroopers advance slowly and methodically, as it would be unwise to outrun the advance of the blaze unleashed by their flamethrower.

FN-2187

Glossy betaplast finish requires constant cleaning



Hand print with FN-2003's blood

23 standard years spent training (from birth)

Pauldron armor plate

STORMTROOPER HELMET

The standard infantry helmet of the First Order protects FN-2187's head, equips him with communications and targeting systems, and conceals any shred of individuality.

Rerebrace armor plate

FN-2187 quickly learns the terrible reality of war during the Jakku raid, when he witnesses the sudden and violent death of his squadmate FN-2003.

F-11D blaster rifle

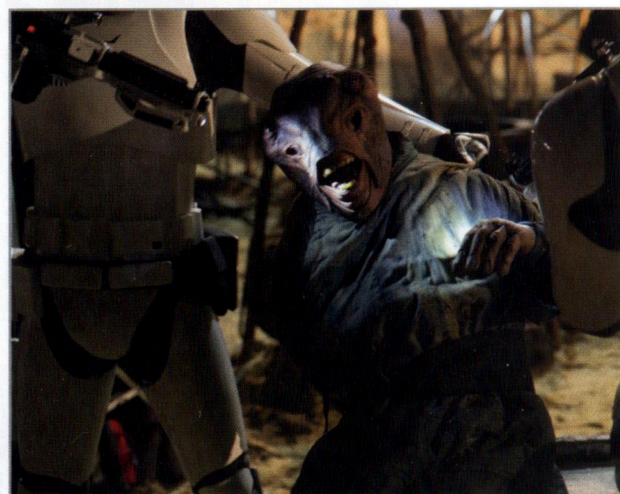


A PRODUCT OF THE First Order's methodical, systemized military training programs, FN-2187 proves to be a highly skilled stormtrooper—at least, during simulations. Though FN-2187's agility, endurance, coordination, and accuracy score high marks, he lacks the combat zeal or submission to authority evident in his squadmates. FN-2187 keeps his misgivings well hidden. Before his first combat assignment, his record is free of any signs of dissent. His spotless profile does not survive a brutal night assault on a sacred village on Jakku.



FN-2187's vivid combat simulations do not prepare him for such horrible scenes as the cold-blooded massacre of innocent civilians.

Features data recording and target-lock for artillery, airborne, or orbital strikes



STORMTROOPER QUADNOCULARS

Quadoculars are oversized image enhancers used by First Order stormtroopers. The quartet of precision lenses offer enhanced multispectral imaging.

RELUCTANT WARRIOR

While FN-2187 performs at the top of his combat classes, the ever-present First Order propaganda never really takes hold in his heart. FN-2187's motives to excel are personal, not political—he is more concerned with protecting his squadmates than bringing order to the galaxy. He has a friendly, charming personality that conceals just how unprepared he is for life outside the First Order.

Used to relying on his fellow troopers, FN-2187 finds himself instinctively pairing with and trusting strangers rather easily.

GREAT ESCAPE

After the terrible events on Jakku, FN-2187 resolves to escape from First Order service. He releases the imprisoned Resistance pilot, Poe Dameron, and the pair recklessly steals a Special Forces TIE fighter. Despite Poe's best efforts, First Order weapon batteries shoot the craft down, but FN-2187 is able to eject from the doomed vessel and parachute to relative safety.



Seat restraints

Weapon selection toggle controls

Emergency rations beneath seat (FN-2187 is unaware of this)

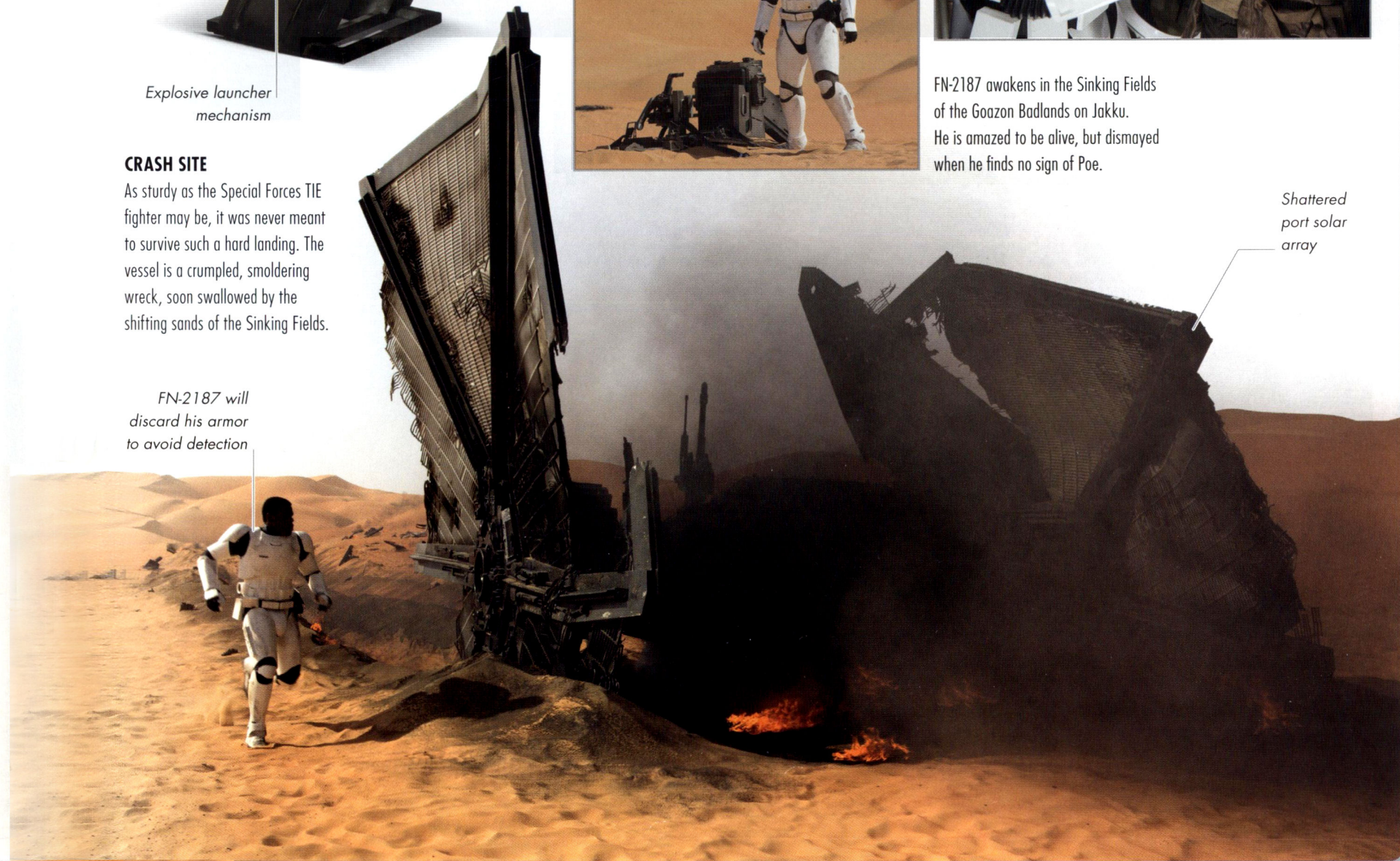
TIE FIGHTER EJECTOR SEAT

Explosive launcher mechanism

CRASH SITE

As sturdy as the Special Forces TIE fighter may be, it was never meant to survive such a hard landing. The vessel is a crumpled, smoldering wreck, soon swallowed by the shifting sands of the Sinking Fields.

FN-2187 will discard his armor to avoid detection



DATA FILE

> FN-2187's unit is under the direct command of Captain Phasma, who monitors his performance closely.

> As part of his training rotation, FN-2187 also logged many hours on sanitation detail, dirty work that nonetheless needed doing.



Fast-talking FN-2187 enlists the aid of beleaguered Poe Dameron in his hastily conceived escape plan. Used to improvisation, Poe agrees, knowing he has few options available.



FN-2187 awakens in the Sinking Fields of the Goazon Badlands on Jakku. He is amazed to be alive, but dismayed when he finds no sign of Poe.

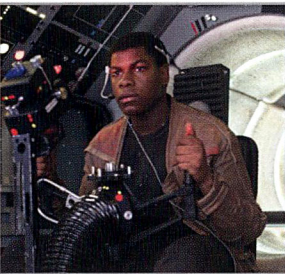
Shattered port solar array

FINN

AFTER THE RAID on Jakku, questions arise regarding FN-2187's competence on the battlefield. He is scheduled to undergo "renewal therapy" to ensure his unquestioning loyalty to the First Order, but before that happens, FN-2187 has a profound change of heart, and becomes a fugitive. He adopts the name "Finn" instead of his numerical designation, the only identity he has ever known. It would seem that Finn's good nature—a gentleness, humor, and unerring moral compass—could not be wiped from his mind as it is from others who undergo stormtrooper training.



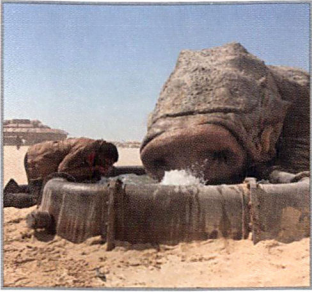
The First Order's determination to capture BB-8 as well as recover a deserter turns life upside down for Rey, who is swept up in Finn's escape.



Covering his frantic flight from Jakku, Finn puts his training to good use behind the controls of the *Millennium Falcon's* vintage Corellian AG-26 quad laser cannons.

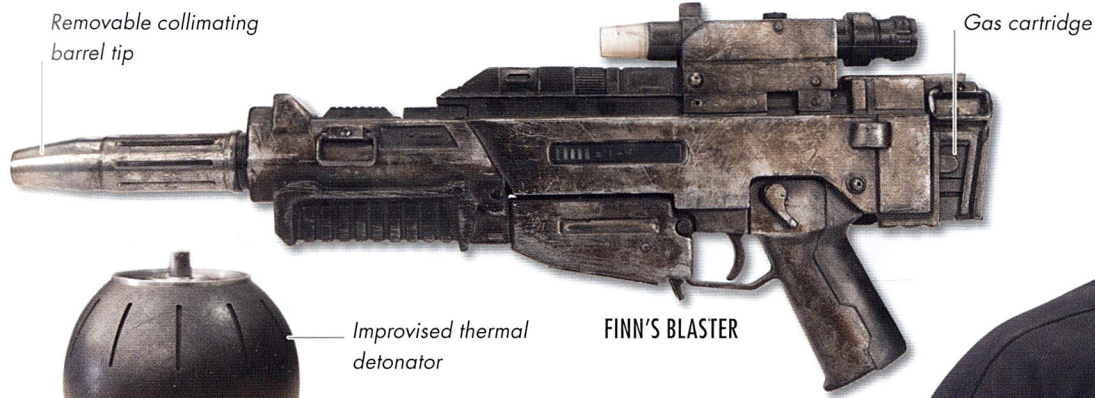
DESERTER

Once the rush of escape fades and Finn has a moment to collect his thoughts, he begins to realize the enormity of his actions. Having made an enemy of Kylo Ren means Finn must keep running. Knowing very little of the galaxy's workings beyond the borders of the First Order, Finn at first considers joining a pirate crew. But such thoughts instantly vaporize when the First Order strikes again, and reveals the unrivaled power of its ultimate weapon—a weapon that Finn served in the shadow of.



Tortured by thirst on Jakku, Finn drinks from a trough shared by a stinking happabore. No simulation could prepare him for the hardships of desert survival.

Resistance fighter jacket, "borrowed" from Poe Dameron



PYRO DENTON
EXPLOSIVE

FINN'S BLASTER

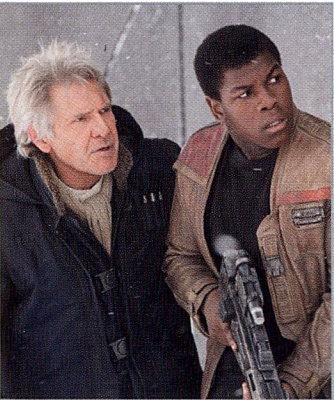
Having shed his First Order equipment, Finn picks up an older Resistance blaster rifle offered to him by Han Solo. The BlasTech EL-16 is similar enough to the stormtrooper F-11D for Finn to use well.

DATA FILE

- > Despite Finn's sheltered upbringing, he has heard of Han Solo (as an Alliance general) and Luke Skywalker (as a Jedi Knight).
- > Finn nearly joins the crew of pirate Captain Ithano while on Takodana.



Finn strives to make himself useful while on the Resistance base. His lifetime of First Order training means he is a natural at sorting ordnance.



Finn's firsthand knowledge of the First Order proves extremely valuable to the efforts of Rey and Han Solo.

RESISTANCE FIGHTER

Finn has little knowledge of galactic politics. His sheltered upbringing within the First Order would have resulted in a skewed view of history, had he bothered paying attention to the propaganda. Though Finn may not fully appreciate the aims and struggles of the Resistance, he does value friendship. Seeing that the cause of the Resistance is one that matters deeply to Poe Dameron, Han Solo, and Rey, Finn signs up, even though his past may cause some in the Resistance to distrust him.



Fierce devotion to newfound friends

Irising aperture to adjust bolt spread

Self-sealing combat mesh fabric

Carry strap

Stormtrooper temperature-control body glove

Weatherproof underboots

KYLO REN

STRIDING ONTO RAVAGED BATTLEFIELDS with bold purpose, his singed robes whirling about his lean frame, is the mysterious Kylo Ren. His body radiates with suppressed anger, a fiery temper kept in check and honed to a deadly point. Though Ren often arrives after his stormtroopers have secured victory, he has no fear of battle. His ability to use the Force grants him many impressive combat skills, but Kylo Ren is no Jedi, nor is he a Sith. He is the archetype of a new generation of dark side users that have emerged to fill the void left by the Sith's demise.

DATA FILE

- > Kylo Ren is an adopted name; his birth name is never spoken, by decree of the First Order's Supreme Leader.
- > The Supreme Leader believes Ren to be the ideal embodiment of the Force, a focal point of both light and dark side ability.



Silver inlay radiates from the eyes as a symbol of power



Integrated vocabulator projects Ren's voice



Resistance Commander Poe Dameron, captured while trying to uncover a trove of Jedi information, undergoes questioning.

INTERROGATION

To ensure the First Order remains unchallenged, Kylo Ren has been tasked with hunting down any remnants of the Jedi. The dark warrior employs torture on his helpless captives, using a disturbing array of pain-inflicting devices. Beyond such tools, Kylo is skilled at using the Force to probe the minds of the unwilling, tearing loose deeply held secrets.

INTERROGATION CHAIR

Similar to devices developed by the Inquisitorius of the Galactic Empire, Kylo Ren's interrogation chair is a collection of pain-causing implements distributed along a prisoner-confining frame.



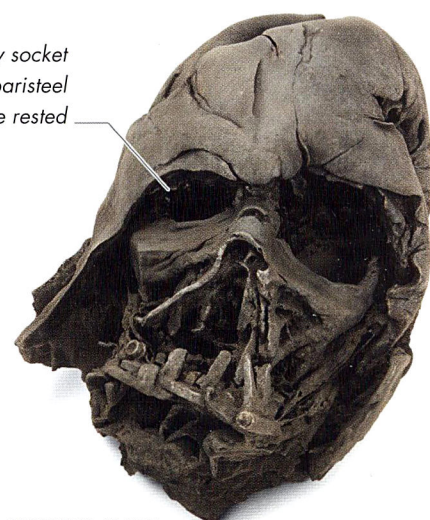
INTERROGATION TOOLS

Hinged mechanism seals tightly when shut

KYLO REN'S HELMET

Patterned after the battle gear of the Knights of Ren, Kylo Ren's helmet conceals his identity and adds to his imposing demeanor. Servomotors drive articulated arms that separate the face mask from the helmet, letting Kylo remove the black form to stare down his opponents with uncontained malice.

Empty socket where transparisteel holoplate rested

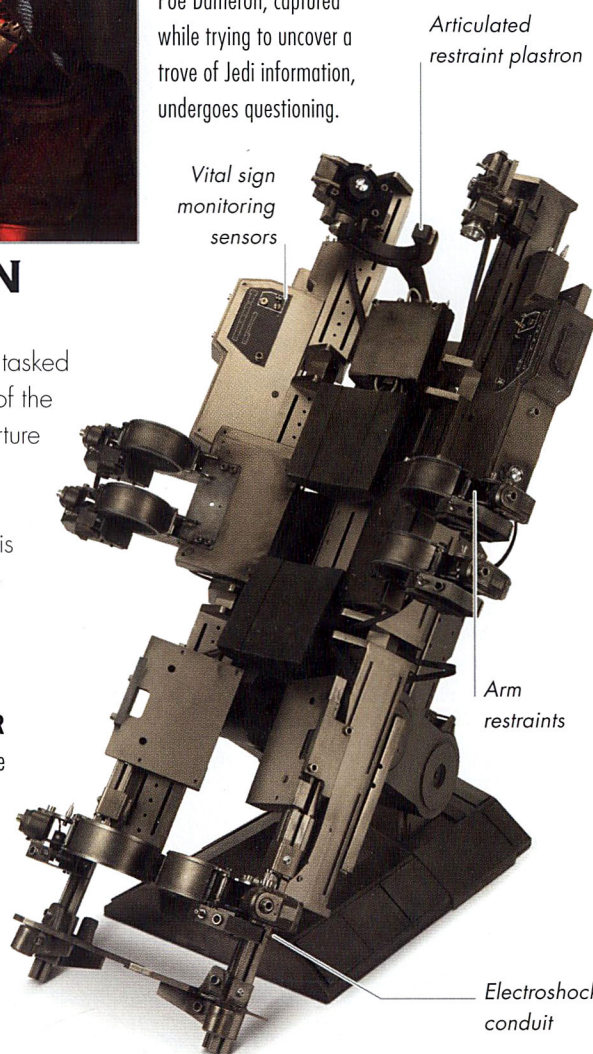


VADER'S MASK

Scavenged from a funeral pyre on Endor, Darth Vader's charred and melted helmet is a silent symbol of both the dark side's power and its weakness.



Within his private quarters aboard the *Finalizer*, Kylo Ren communes with the charred remnants of Darth Vader, vowing to finish the work the Dark Lord started a generation earlier.



Articulated restraint plastron

Vital sign monitoring sensors

Arm restraints

Electroshock conduit

Cowl is a remnant from Ren's early training

Cape singed from multiple battles



Turbolaser battery

Tractor beam projectors

Central flight deck

COMMAND SHIPS

Kylo Ren commands from the bridge of the *Finalizer*, a *Resurgent*-class Star Destroyer bristling with firepower. At nearly 3,000 meters long, it is almost twice the size of the Old Empire's Star Destroyers. For travel to planetary surfaces, Kylo uses an *Upsilon*-class shuttle, with towering wings that cut an imposing profile. The crews of both ships know to be wary of Ren's volatile temper.

REN'S SHUTTLE

The shuttle's enormous stabilizer wings serve as deflector shield projection and sensor surfaces, providing the ship with impressive data collection capabilities and resistance to incoming fire.

Wings are articulated to slant outward in flight configuration

Unstable serrated plasma blade

Twin heavy laser cannon



After the subjugation of Tuanul village on Jakku, Kylo Ren emerges onto the smoldering battlefield to personally interrogate any high-value prisoners.

FIRST ORDER WARRIOR

Kylo Ren exists outside the formal command structure of the First Order, and has a direct link to the shadowy Supreme Leader who is ultimately in charge of these forces of darkness. It is with palpable tension that the upper command of the First Order contends with Kylo, as his agenda always trumps military objectives. In this way, Kylo's placement within the hierarchy resembles that of Darth Vader in the old Galactic Empire. This is entirely by design.

KYLO REN: DARK WARRIOR

HAVING STUDIED JEDI SKILLS as well as arcane dark side lore, Kylo Ren is the embodiment of conflict, drawing upon contradictory teachings and deriving power from discord. Ren has taken pains to bury his past, though he uses the unpleasant emotions that stir within him when reflecting upon his youth to fuel his anger and dark powers. Through his veins courses the bloodline of the most powerful Jedi and Sith, and Ren sees it as his birthright to rule the weaker beings in the galaxy. As his power rises, it eclipses his past life leaving the young man further isolated. Kylo Ren aspires to build immunity to the light side—to succeed where Darth Vader and his sentimentality once failed.



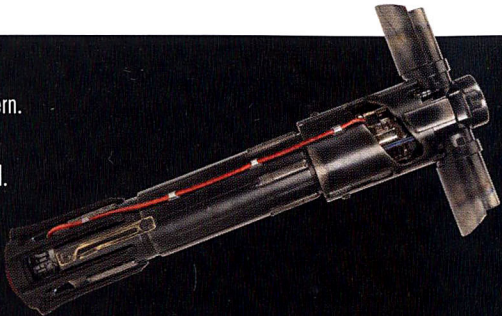
Kylo Ren is the most gifted apprentice of Supreme Leader Snoke, a mysterious figure steeped in dark side knowledge who commands the First Order from a distance.

LIGHTSABER COMBAT

The lightsaber skills of Kylo Ren are, ironically, responsible for that elegant weapon and its combat forms remaining unknown to the galaxy at large. Kylo Ren betrayed the other Jedi students studying with Master Luke Skywalker, and is responsible for their destruction. He has well earned the nickname "Jedi Killer," whispered in the First Order ranks, as it was his deadly lightsaber skills that prevented the return of the Jedi Order.

DATA FILE

- > Though Kylo's weapon evokes an ancient feel, its components are modern. Its crude appearance suggests construction by an inexperienced hand.
- > The stressed crystal barely contains the power of the weapon, necessitating lateral plasma vents that become the crossguard quillons.



Unstable plasma blade matrix

Battered combat helmet

Crudely assembled hilt that mirrors ancient design

Padded armor

Accusing finger reinforces unquestioned authority

Quillon plasma blade

Kylo uses taunts and psychological attacks

Vent iris opens just after primary blade ignition

Harmonic energizer conductive plate

Power cell focusing shunt

Hand gestures help visualize Force techniques

Central diatium power core

Exposed power rod terminals

Reserve power cell

Inert power insulator

Cooling vanes

Cracked kyber crystal

Crossguard vent shroud

Crystal cradle

Power cell brace

Power field conductors

KYLO'S LIGHTSABER

Kylo Ren's unusual lightsaber is an ancient design, dating back thousands of years to the Great Scourge of Malachor. The crossguard blades, or quillons, are tributaries of the primary central blade, all spawning from a cracked kyber crystal that is the cause of their ragged, unstable appearance. An array of focusing crystal activators split the plasma stream into perpendicular blade energy channels, creating the quillons. The emitter shrouds on the crossguard protect the bearer's hand from the smaller blades.



The crossguard blades emerge soon after the main blade snaps into existence, helping to balance the power of Kylo Ren's lightsaber.

THE DARK SIDE

The dark side flows through Kylo Ren, making him an almost unstoppable force on the field of battle. His reflexes and telekinetic defenses are immense—he is able to stop an incoming blaster bolt in midair and hold it in place for several seconds before releasing it. He is also a master of telepathic intrusion, using the ability to coerce or torment his prisoners into revealing secret information.

CAPTAIN PHASMA

CHARGED WITH COMMANDING the stormtrooper forces of the First Order, Phasma's true rank is higher than the simplistic label "captain" would suggest. Although her position could easily afford her a well-appointed war room far from the battlefield, Phasma insists on seeing combat operations firsthand, and shuns any comfortable trappings of elevated rank. She wears distinctive chromed armor that broadcasts her authority, but also makes clear that she is a woman of action who fights alongside those under her command.



Phasma disagrees with General Hux over what it takes to make a soldier. The methodical Hux has developed automated training regimes that simulate battle situations. Phasma believes such programs don't test the true heart of a soldier: courage and tenacity.

STORMTROOPER COMMANDER

Despite the intensely patriotic First Order records of the Empire's military effectiveness, Phasma privately concedes the shortcomings of its original stormtroopers. She believes it was the interference of politics—and shortsighted, ambitious Imperial officials—that led to soldiers of uneven skill and effectiveness. Phasma looks to guard against such meddling. She sees it as her duty to ensure that only



the best soldiers wear the armor of the First Order, and that their numbers aren't wasted on trivial assignments.

Phasma's armor is coated in salvaged chromium from a Naboo yacht once owned by Emperor Palpatine. Its polished finish helps reflect harmful radiation, but it serves primarily as a symbol of past power.

DATA FILE

- > Phasma serves as the third partner in the unofficial command triumvirate of the Starkiller operation, alongside Kylo Ren and General Hux.
- > Phasma takes it upon herself to memorize the serial numbers of all stormtroopers under her direct command.



PHASMA IN COMBAT

Phasma has led from the front as the First Order expands into the wilderness of the Unknown Regions. Obsessed with physical perfection, she spends every waking hour honing her combat abilities. She is a qualified expert on all First Order small arms, and has also trained in vehicular and starfighter combat. She pays little heed to outdated notions of inequality between genders, an idea common on undeveloped worlds. To her thinking, a female stormtrooper is nothing new at all. The anonymity provided by their armor concealed the fact that both men and women served the Galactic Empire as stormtroopers.

Macroscopic sight gives eight-power magnification and low-light capability



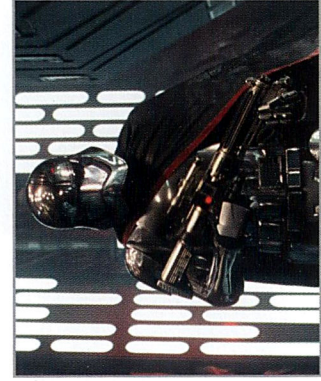
PHASMA'S
BLASTER RIFLE

Extensible stabilizing grip for long range sniping

Recurved trigger guard for two-handed grip

Pistol grip

Chromium finish



A perfectionist, Phasma routinely patrols the areas under her command as a means of keeping her senses keen and her soldiers in line. Even in such an expansive operation as Starkiller Base, Phasma makes most of these inspection rounds on foot, walking dozens of kilometers in a typical day.

Polarizing lenses with integral MFTAS (Multi-Frequency Targeting Acquisition System)

Brushed chromium crown with comlink transmission planes

Traditional cape of First Order command

Vocoderm speaker ports

Modified precision-crafted crush gauntlets

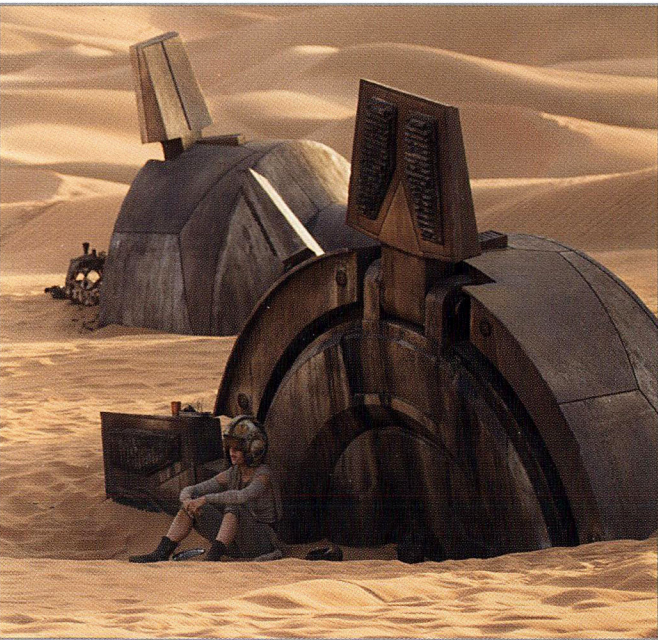
Mid-torso mounted ammunition holders

Armorweave cape with First Order colors

Segmented sabatons

REY

LIFE ON JAKKU is tough—it is a daily struggle for survival on the harsh planet. Nineteen-year-old Rey has carved out her existence on this bleak frontier world. Each day she has marked her victory over the searing sunlight, scorching sands, and cutthroat scavengers with a scratch along the wall of her makeshift home. Thousands of scratches are a testament to her tenacity and survivor's instinct. Despite a life that should have built a barrier against any sympathy or weakness, Rey still possesses a generous heart and a willingness to help those in need.



REY'S HOUSE
Rey lives in a toppled AT-AT walker, not far from the junkfields that surround Niima Outpost. A hatch in the walker's exposed belly leads to the sloping interior that Rey calls home. Here, she refurbishes scrap prior to trading it, and sleeps in a simple hammock.

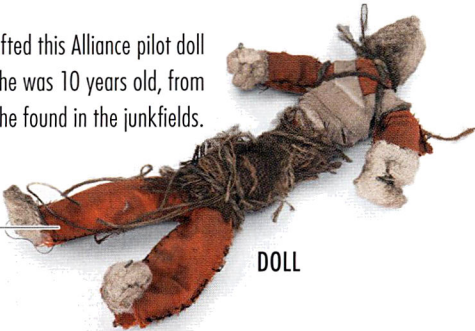
X-wing pilot helmet once belonging to Captain Dosmit Ræh of the Tierfon Yellow Aces



SALVAGED REBEL FLIGHT HELMET

Rey crafted this Alliance pilot doll when she was 10 years old, from debris she found in the junkfields.

Orange fabric salvaged from a New Republic cargo container



DOLL



Rey has maintained the weatherproofing on her toppled AT-AT in excellent condition, keeping the desert heat out during Jakku's scorching day, and the warmth in on chilly nights. Traps keep other scavengers out of her home.

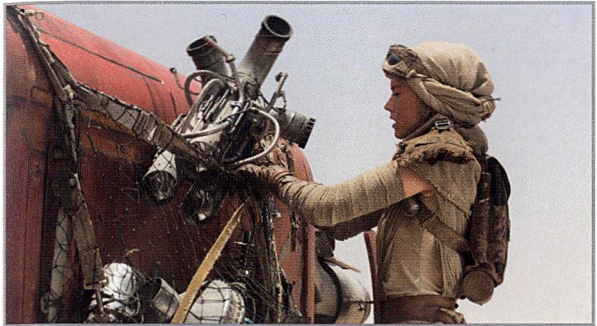
LIVING ALONE

Rey is a gifted mechanic, seemingly having an innate sense of how machinery fits together and functions. Having grown up in the shadows of last-generation war technology, she is comfortable around vehicles and weapons. She has also become a skilled pilot, despite showing no desire ever to leave her desolate world. Her only escapes from the brutal conditions of Jakku are vivid flights of imagination, where she envisions lush, green worlds and fantasizes about a family she has never known.

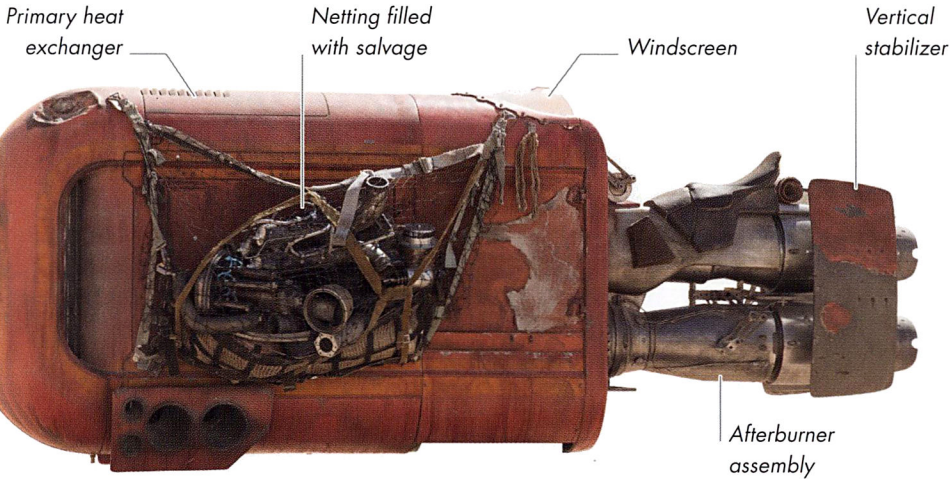
Skin has adapted to extreme UV radiation

Tight bindings keep out the sun and sand

Satchel holds tools and small salvage



Rey's vehicle favors speed over cargo capacity, meaning she must often make return trips to carry salvage into town. Rey has seen that smaller hauls are easier to defend; a greedy scavenger quickly draws rivals.



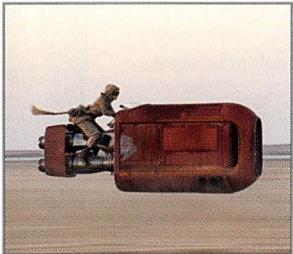
Primary heat exchanger

Netting filled with salvage

Windscreen

Vertical stabilizer

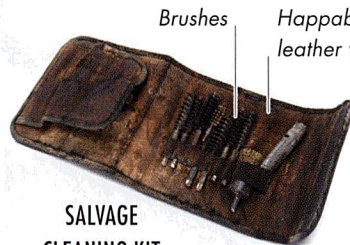
Afterburner assembly



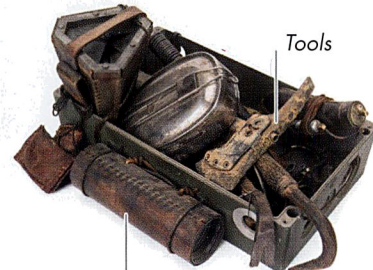
The forward intake grill directs air into a dual turbojet assembly, producing turbocharged thrust for incredible speeds.

REY'S SPEEDER

Rey's junker speeder is a cobbled-together transport that she built for travel across the Jakku wilderness. The craft sits between the classifications of speeder bike and swoop, not quite fitting in either category. A modified tractor web keeps Rey in place as the speeder rockets up to immense speeds, and well-positioned heat sinks keep the engine thrusters from burning her.



SALVAGE CLEANING KIT



Compressed air tank

SALVAGE TRAY

Brushes

Happabore-leather wallet



Water bottle

SURVIVAL SATCHEL

Mesh-windowed salvage sack

Survival equipment stored inside

Govath-wool traveler's boots



SCAVENGER

Rey's daily routine on Jakku consists of treks into the junkfields, where she explores inside the massive wrecks, scavenging valuable pieces of technology. She brings her haul to Niima Outpost, where she trades it for food. Climbing through decaying Star Destroyers or Star Cruisers requires Rey to be in peak physical shape, and she must also be ready to defend herself against cutthroat thieves who roam the wastes.

Goggles are stormtrooper helmet lenses

Salvaged quarters staff

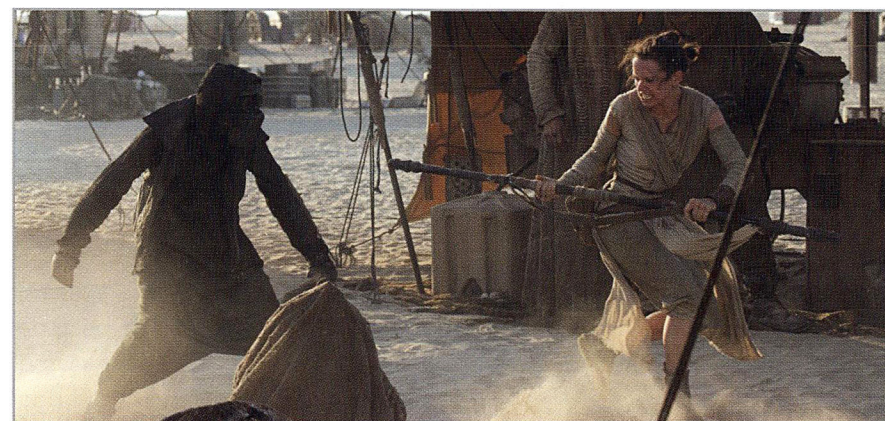


DATA FILE

- > Rey's interaction with offworlders has allowed her to learn nonhuman languages such as Wookiee and astromech binary.
- > Rey refuses to leave Jakku, as she is hopeful that whoever left her on the planet will return someday.

REY: SURVIVOR'S SPIRIT

REY'S RECOGNITION of the importance of the Resistance's survival in the face of the rising First Order threat gives her the strength to leave Jakku. She joins Finn on his inherited mission to deliver BB-8 to a Resistance stronghold. Though she still harbors ideas of returning to Jakku, Rey is catapulted into an adventure that makes it clear her fate lies along a path far from that dead-end desert world. Her skills as a warrior, pilot, and mechanic are fully tested, and Rey comes to discover she has remarkable abilities she never suspected.



Rey has learned self-defense as a matter of necessity. With her battered but durable staff, she has perfected thrusting, swinging, and striking techniques to keep away unruly thugs.

A TOUGH LIFE

Rey's skills as a scavenger have earned the respect of many junk traders, particularly Unkar Plutt, who orders his thugs not to steal her wares as she is much more valuable as a continued source of salvage. When Rey oversteps this fragile respect by renegeing on a trade with Plutt, the temperamental junk boss orders that she be taught a violent lesson. This is far from the only betrayal she has suffered. The harsh conditions on Jakku have taught Rey that good fortune often invites trouble, and bullies only fear strength.



QUADJUMPER

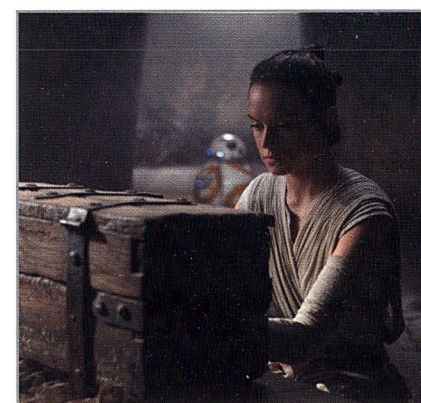
Berthed in Bay 3 at Niima Outpost, this Quadjumper belongs to a group of independent junk haulers and arms dealers. First Order TIE fighters blast it to cinders when Rey and Finn briefly consider using the ship as an escape craft.



Having made an enemy of the First Order by her alliance with Finn, Rey is forced to flee Jakku. She and Finn hurriedly board a dilapidated Corellian freighter, and Rey proves her remarkable piloting abilities.

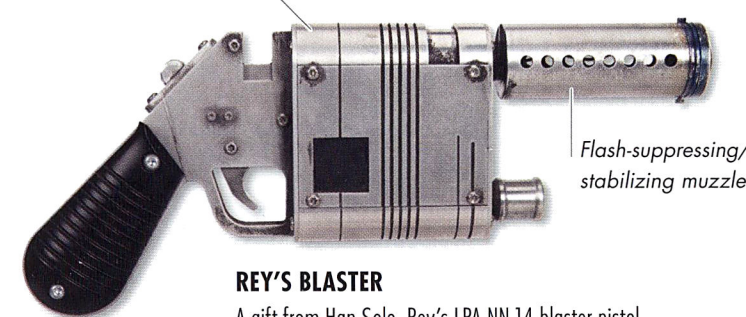
AN AWAKENING

Since the disappearance of Luke Skywalker and the shattering of his fledgling Jedi following, the cosmic Force has lain dormant, seemingly quieted to those able to sense its presence. The adventures of Rey and Finn on Jakku coincide with a turbulence in the cosmic Force, a sudden ripple indicating the awakening of newfound ability. With the Jedi and their records vanished, few—other than Kylo Ren and his mysterious master—are able to appreciate this occurrence.



Meeting Maz Kanata has a profound effect on Rey. She comes to understand that she is an essential part of a much larger galactic tapestry that is unfurling before her eyes, and that the power of the Force is real.

Armored body shell



REY'S BLASTER

A gift from Han Solo, Rey's LPA NN-14 blaster pistol has a compact grip to best fit her small hands, but its enlarged power core and reinforced frame means it is sturdy and packs a respectable punch.

Handle wrapping made from scraps of uniform



SKYWALKER'S LIGHTSABER

Anakin Skywalker constructed this weapon at the start of the Clone Wars, and it was later passed to his son, Luke. Luke lost it in battle on Cloud City, but someone salvaged it from the city's industrial depths.

Simple hairstyle designed for desert survival

Salvaged gauze wrap

DATA FILE



> Though Rey has heard fragments of legends of the Jedi, she is surprised to learn that they were ever real.

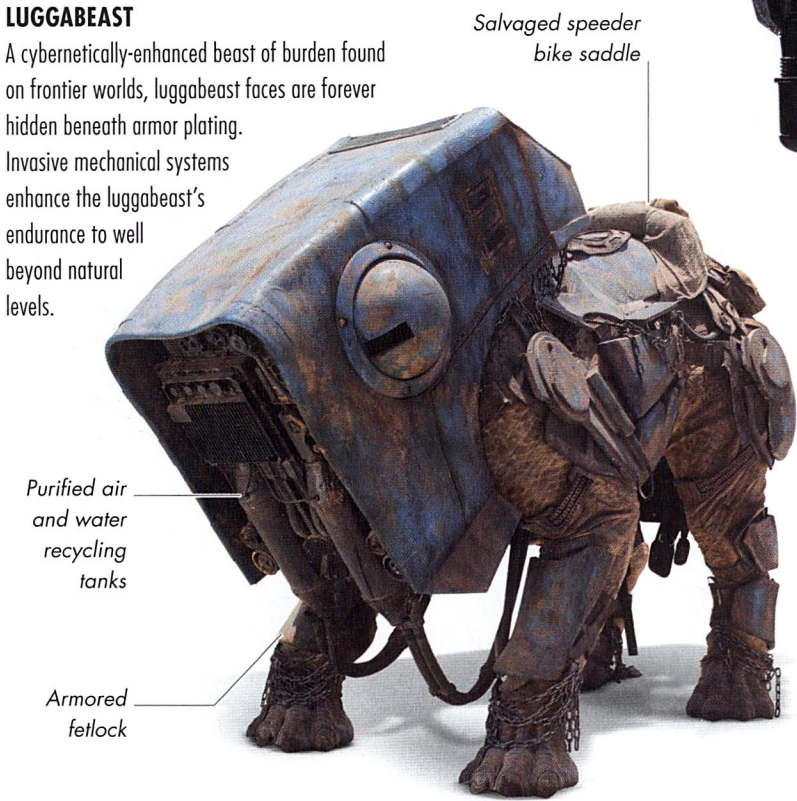
> Rey's fighting skill with her staff translates well into other short-ranged melee weapons, including those she has never wielded before.

STARSHIP GRAVEYARD

A GENERATION AGO, the last embers of the Galactic Civil War came crashing down onto the dunes of Jakku. The secluded planet, far on the fringes of the Western Reaches, became the final battleground of the Galactic Empire. An intense assault by New Republic warships led to the burning wrecks of vessels from both sides plummeting into Jakku's atmosphere. The battle was ended by news of the peace treaty being signed on distant Coruscant, and the sudden departure of the surviving Imperial warships into the Unknown Regions.

LUGGABEAST

A cybernetically-enhanced beast of burden found on frontier worlds, luggabeast faces are forever hidden beneath armor plating. Invasive mechanical systems enhance the luggabeast's endurance to well beyond natural levels.



Purified air and water recycling tanks

Armored fetlock

Salvaged speeder bike saddle

TEEDO

A small, brutish scavenger who roams Jakku's vast Starship Graveyard atop his luggabeast, Teedo is constantly on the prowl for valuable technology. With the zeal of a tyrant, he roams what he believes to be his territory, a patch of desert southwest of Niima Outpost. Using scanners built into the cybernetic cowl that encases his luggabeast, Teedo relentlessly seeks out the energy signatures found in droid power cells.



Teedos have a peculiar sense of identity that does not differentiate between individuals; the name Teedo refers both to a single being and the entire species.



Exposed cranial dome reveals reptilian heritage

Catch bottle collects and recycles bodily fluids

Goggles help eliminate desert glare

Mag-pulse grenade

Ionization spear transmits crippling charge

Activation base

Sand-shoes built from rubberized droid treads



REY'S SANDBOARD
To help her descend quickly down Jakku's largest dunes, Rey uses a scrap of smooth-hulled Mon Calamari escape pod as a makeshift sled that can carry her and her rucksack.

Lining is repurposed parachute fabric

Fuel port functions as fastening grommet



THE RAVAGER

The huge Super Star Destroyer *Ravager* crashed upside down. Its rusting halls have a sinister reputation, even among hardened scavengers.

WRECKED SHIPS

Jakku was once home to a secret Imperial research facility, and was the last rallying point of the Imperial fleet. Entering the atmosphere to tighten its cordon, the Empire fought determinedly to keep the New Republic from capturing the base. In its defense, doomed Imperial vessels used tractor beams to drag New Republic warships into the planet's surface. The retreating Imperials destroyed the base before disappearing into the Unknown Regions.

STEELPECKERS

These iron-beaked carrion birds are drawn to the magnetic signature of metal. To better break down their metallic meals, steelpeckers collect vanadium, osmiridium, and corundum in their gizzards.

Carcasses and guano are a worthwhile commodity



Iron-hard talons are sharpened to a deadly point

Used to pry components from durasteel bulkheads

SALVAGED STAR DESTROYER CAPACITOR BEARING



"WESSEX-HEAD" BIT-DRIVER



"BLISSEX-HEAD" BIT-DRIVER



CARBON CHISEL



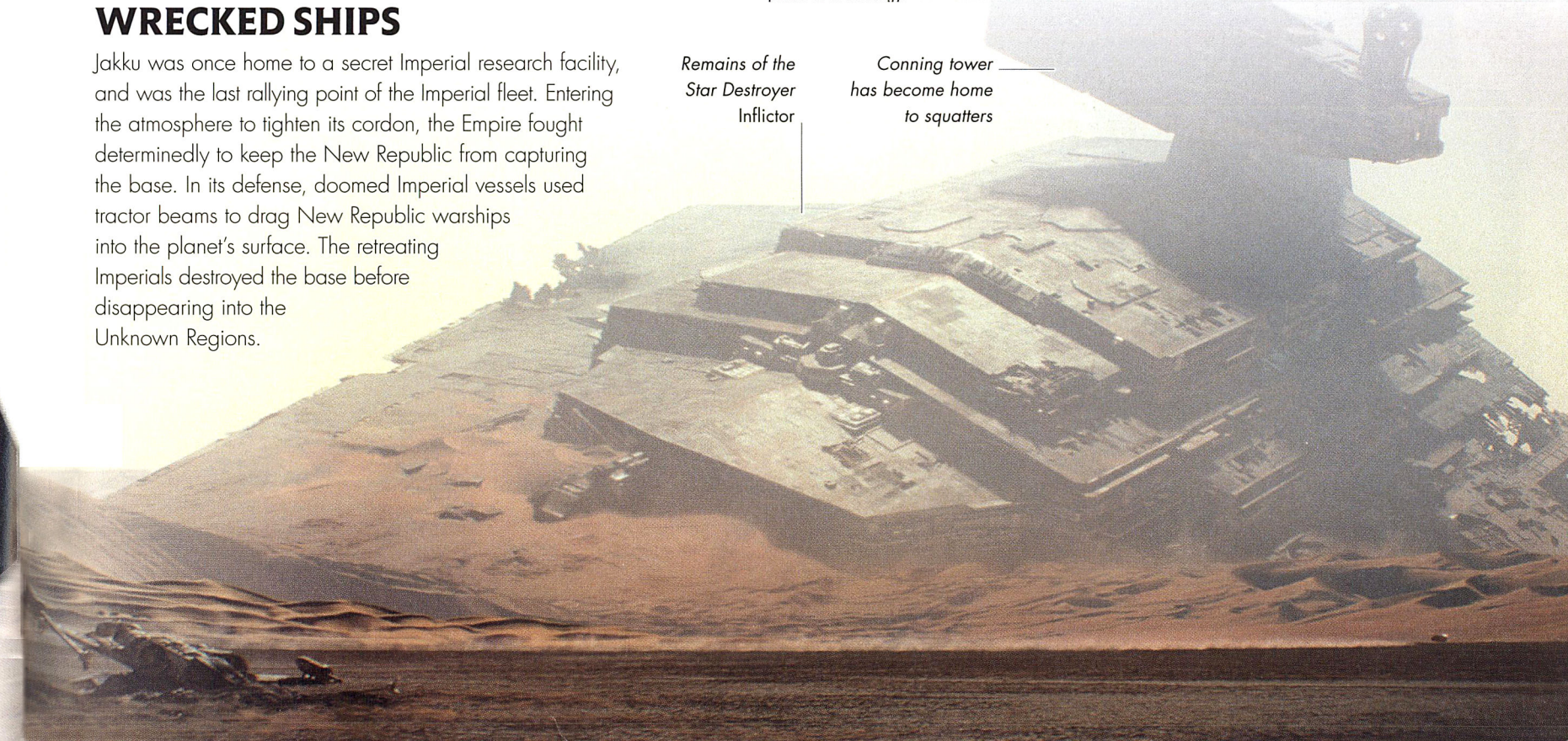
CHISEL HEAD HAMMER

Rey keeps a satchel filled with salvage tools that allow her to carry out fine salvage work among the starship wrecks. Unlike many of the brutes that work the Graveyard, she has the keen eye and dexterity required to extract the most valuable pieces of technology.



Remains of the Star Destroyer Inflictor

Conning tower has become home to squatters



NIIMA OUTPOST

SINCE THE WAR that littered Jakku's landscape with debris, the planet has become a treasure trove for prospectors and scavengers of wildly varying means and fortunes. Niima Outpost, a crumbling settlement of rickety landing bays, dusty salvage yards, and the type of shady businesses that parasitically flourish around the desperate, is the closest thing Jakku has to a city. Interstellar travelers looking to find riches or lose pursuers keep a steady trickle of traffic coming to and from the outpost.

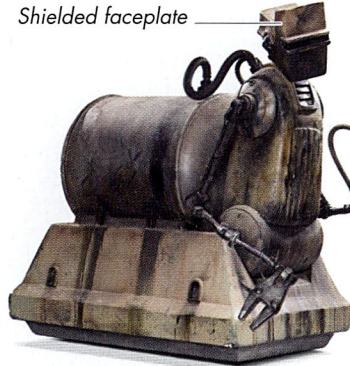


NIIMA ORIGINS

After the Battle of Jakku, opportunists pounced to recover valuable metal, weapons, and scraps of technology from the scattered crash sites. The first enterprising scoundrel that sought to organize the collection efforts was Niima the Hutt. She was operating far from the borders of Hutt Space—a province of the galaxy embroiled in conflict as the Hutts tried to carve up the deceased crime lord Jabba's territory. Though Niima was later killed by a bounty hunter, the outpost that she established still bears her name.



EGL-21 "AMPS" POWER DROID



GTAW-74 WELDER DROID

HAPPABORE
Found on several worlds, perhaps as a result of some forgotten colonial effort, the happabore is a strong, hardy creature with tough skin, an enormous snout, and remarkable obedience.



Sensor pack with extensible antenna



Traditional Kyuzo war helmet

Face wrapped to prevent sunburn

Salvaged metal hammered into armor

Breathable tsu-seed linen tunic

CONSTABLE ZUVIO
Providing a semblance of law and order in Niima Outpost is Constable Zuvio, leader of a local militia that includes two of his fellow Kyuzo warriors. Zuvio has a strong sense of justice and cannot be bribed.

Salvaged metal vibro-halberd



ATHGAR HEECE
A Dyrbinthe bounty hunter used to operating in higher atmospheric pressures and temperatures, Heece actually finds Jakku quite pleasant.

Hose supplies processed atmosphere



Cage contains Bobbajo's pet worrt

BOBBAJO
A creaky-jointed Nu-Cosian, Bobbajo's calm demeanor helps settle down the jittery animals he carries on his back to sell at the market.

Sneep



Mechanical load-lifter replacement arms

"CRUSHER" ROODOWN
Roodown is an unlucky salvager who had his arms cut off by Unkar Plutt's thugs over a misunderstanding. He offers his services as a for-hire strong back.

SoroSuub JSP-14 pistol fitted in tripler



SARCO'S BLASTER RIFLE
Now an arms dealer, Sarco's business in Niima involves fencing stolen weaponry to travelers looking to brave the Graveyard wastes. To emphasize the quality of his wares, Sarco brandishes an exotic Trandoshan tripler, an attachment that increases the firepower of any compatible blaster weapon.



"JAKKU NIGHT SPECIAL" BLASTER RIFLE



TRANDOSHAN DOUBLOR ON TARGET PISTOL

Collimating tip



REFURBISHED BLASTECH DH-17

NIIMA RESIDENTS

New arrivals on Jakku are inevitably drawn to Niima Outpost as it is the only navigational beacon on the planet. Salvage forms the backbone of Niima's economy, but other services have sprung up to take advantage of newcomers. Black market trading, guns-for-hire, and other disreputable activities thrive on a planet with minimal laws.

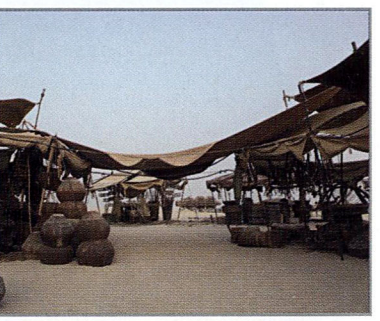
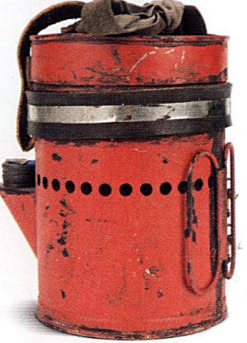
SARCO PLANK
One-time scavenger, bounty hunter, and tomb raider, Sarco Plank is an aging Melitto who has made a multitude of enemies in his checkered career. The eyeless being "sees" via supersensitive cilia.



Nutrient and fluid dispenser

DATA FILE

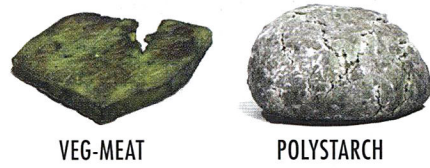
> Niima's fuel supplies are very basic, though some scavengers have had success in finding military-grade supplies, such as pressure kegs of rydonium.
> New arrivals are encouraged to lock up their starships or post guards.



There are very few permanent structures on Jakku. The marketplace, even though a fixture of Niima Outpost, consists mostly of cargo containers and temporary awnings. There is little in the way of accommodations, and most travelers opt to sleep aboard their starships.

UNKAR PLUTT

A HARSH DESERT PLANET is the last place one would expect to find an alien of aquatic origins, but Unkar Plutt goes where profit, not nature, dictates. Removed from his saltwater surroundings, Unkar's Crolute body sags unsettlingly on his frame, giving him the appearance of a melted blobfish. This only adds to his unappealing demeanor as the junk boss of Jakku, who runs a successful business stealing, scavenging, and selling scrap. He doles out slim rations of food in exchange for valuable salvage, and calls upon goons and henchmen to ensure he gets the best deals.



From behind a caged window within his stall, Unkar casts a discerning eye over fresh salvage delivered by Rey. Impressed, he grants her a quarter portion of rations.

Unkar's workspace is a converted cargo crawler. It has been fitted with security monitors to ensure no desperate scavengers attempt to steal any of his provisions.



UNKAR'S COMLINK

JUNKYARD BOSS

Unkar's trading stall stands at the center of one of the few semi-permanent structures within Niima Outpost, an awning-roofed blockhouse the locals call the "Concession Stand." Unkar has a monopoly on food supplies, and is the principal source of nourishment for scavengers who work the junkfields. In exchange for valuable salvage that he can sell for real credits, Unkar doles out survival rations. He sells the salvage to spacers on Jakku, or on nearby worlds like Ponemah Terminal and Ogem.

Buoyant, gelatinous body tissue

Leather cap with electroloupe
Sour demeanor

Radiation-proof head wrappings

UNKAR'S THUGS

Unkar takes his complete control over survival rations on Jakku seriously, and sets aside some of his wealth to pay for a gang of dim-witted henchmen. These lackeys keep an eye out for unauthorized barter or off-world food.

Unkar maintains a number of cleaning stations at Niima Outpost, where he makes supplies available to restore salvage into more presentable condition. The cost of renting a table is deducted from the final trading price.

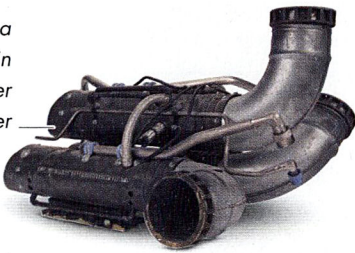


Glare-blocking goggles

ANONYMOUS MUSCLE

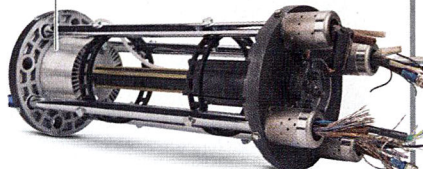
The thugs under Unkar's employ keep their faces wrapped to conceal their identities, to avoid reprisals during their "off-hours." They are too dim-witted to realize that their body language, voices, and belligerent attitudes are easy to identify.

Salvaged from a fuel injector within a Star Destroyer positional thruster



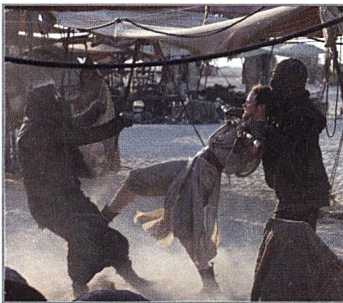
Quadanium sheath

MEDIUM INVERTER



CATALYST REACTANT CRADLE

Gloves with padded knuckles

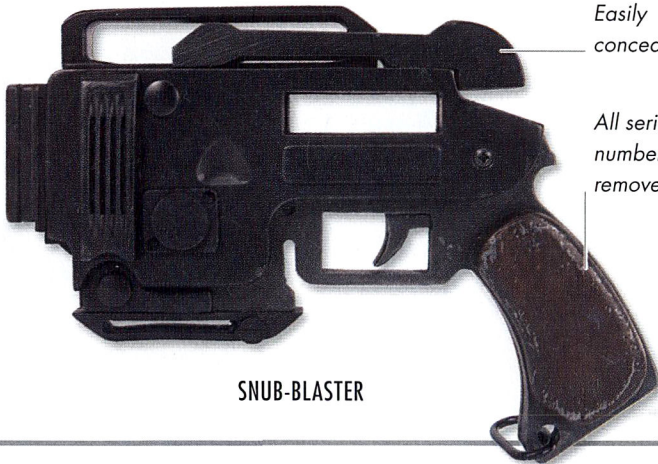


Rey's spirited independence has put her at odds with Unkar in the past, though Plutt still considers her one of his best scroungers. She can hold her own against thugs far more physically imposing than herself.

Plastoid-tipped boots

DATA FILE

- > Unkar's ration packs are themselves salvage from New Republic and Imperial military kits.
- > The dehydrated rations need to be "activated" with pure water, a luxury item that Unkar also sells.



Easily concealable

All serial numbers removed

SNUB-BLASTER

Apron made from salvaged hull plates

GENERAL HUX

A YOUNG, RUTHLESS OFFICER in the First Order, General Hux has complete confidence in his troops, training methods, and weaponry. He has grown up celebrating his Imperial heritage—his father was a highly placed official in the Imperial Academy of old—and Hux feels it is a matter of destiny that he be given a chance to sit on the throne that rules the galaxy. Hux’s experiences in warfare are entirely theoretical. Few would question the thoroughness or complexity of his simulations, but Kylo Ren in particular has little respect for Hux as a warrior.



Formal parade stance

A tense competitiveness exists between Kylo Ren and Hux, as both vie for the attention and approval of the First Order’s mysterious commander, Supreme Leader Snoke.

DATA FILE

- > A man of science and technology, Hux has little understanding of or patience for the mystical side of the First Order that Kylo Ren represents.
- > Hux’s rank of general extends beyond the control of armies; he is the commander of the Starkiller operation, and able to order its use—pending Snoke’s approval.



Traditional flared-hip breeches

IMPERIOUS DESTINY

Hux was a child when the Empire surrendered to the New Republic with the signing of the Galactic Concordance. His father fled the Academy on Arkanis, and was one of the Imperials to make the exodus into the Unknown Regions, which the Empire had secretly been exploring. Hux grew up hearing legends of great Imperials, and how the Empire saved the galaxy from the violence of the Clone Wars. The young Hux firmly believed the galaxy needed to be saved from itself, as the New Republic was too weak to prevent the inevitable chaos.



Hux continues to use the stormtrooper training regimen pioneered by his father, based on ideas the elder Hux hatched as an Academy commandant. Hux has total confidence in his father’s idea that stormtroopers trained through vivid simulations make the most loyal soldiers.



RANK INSIGNIA

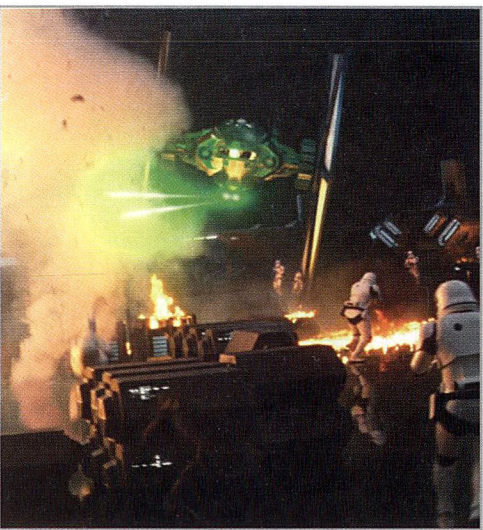
The First Order uses a commemorative rank insignia system, consisting of armbands bearing the names of famous units and heroes of the Galactic Civil War.

GENERAL	ADMIRAL
COLONEL	MAJOR
CAPTAIN	LIEUTENANT
SERGEANT	SQUAD LEADER

When chaos erupts in the hangar bay of the *Finalizer*, Hux oversees the attempts to capture the wayward TIE fighter that has caused the disruption.



GENERAL'S COMMAND CAP



Crested command cap
Gaberwool officer's greatcoat
First Order insignia



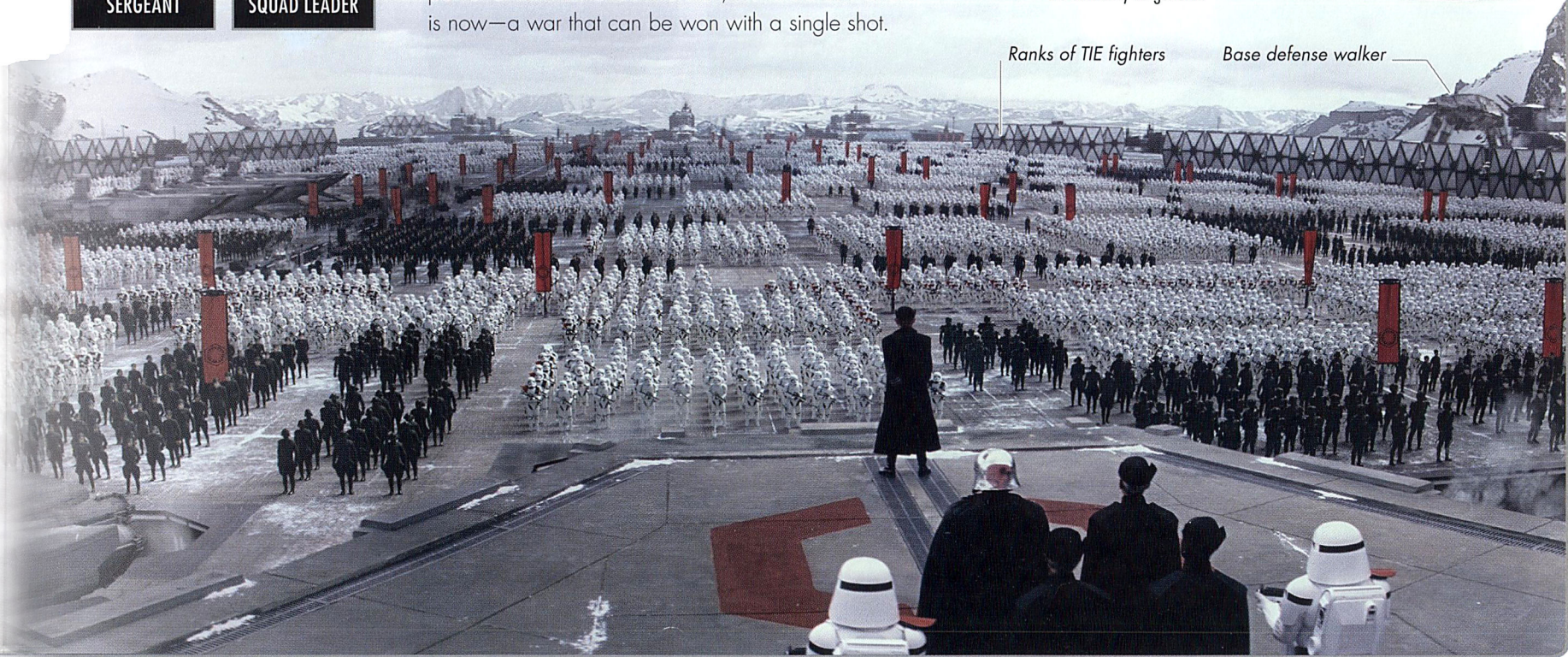
HUX'S BLASTER

The officer's edition of the standard stormtrooper sidearm is cast in dark plasteel as opposed to the white body of the infantry version.

WAR LEADER

When Hux stands upon the Starkiller superweapon, he can feel its destructive power coursing through the world. He knows it will signal the end of the illegitimate New Republic and cause the galaxy to bow to the power of the First Order. To Hux, the future of warfare is now—a war that can be won with a single shot.

Hux has always believed that appearances are vital for maintaining discipline, and wears a parade uniform designed to broadcast his authority as general.



FINALIZER CREW

THE GALACTIC CONCORDANCE prevented the First Order from accessing the scattered Academies that had filled out the ranks of the Imperial Navy. Instead, the surviving Imperials created new Academies far from the prying eyes of the New Republic, situating them aboard Star Destroyers built in hidden shipyards on the far side of the galaxy. The young fleet officers produced by these shipboard schools often spend their entire lives aboard Star Destroyers, and many think of these giant warships as their homes.



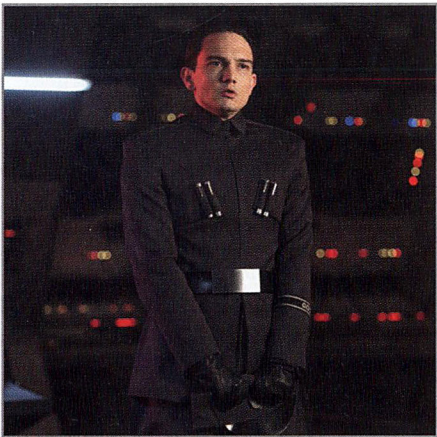
Insulated helmet with integrated data displays

Flame-resistant duty uniform

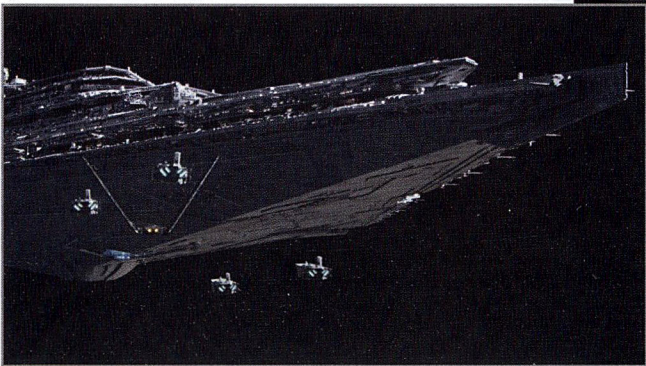
Concealed tool pouches

FLEET ENGINEER

Whether maintaining the power or weapon systems of the *Finalizer*, or operating its powerful turbolaser, tractor beam, or missile emplacements, engineers carry out their orders with precision.



Lieutenant Mitaka's impressive academic career proves to be inadequate when faced with the fierce temper of Kylo Ren.



With its immense hangar space, each *Resurgent*-class Star Destroyer carries with it the operational challenges of a bustling spaceport.

FIRST ORDER FLEET

Though too small to rival the navy of the Galactic Empire at its height, the First Order fleet is nonetheless a formidable concentration of spaceborne destructive power. The New Republic, with what First Order admirals mock as typical shortsightedness, was so thorough in its galactic disarmament that the First Order's secret fleet of Star Destroyers now stands almost unchallenged.



Crested command cap

Rank cylinders

Lieutenant armband

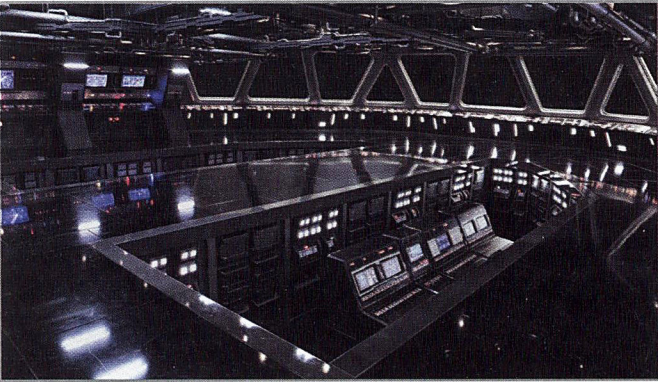
Stiff boots help in maintaining posture

LIEUTENANT MITAKA

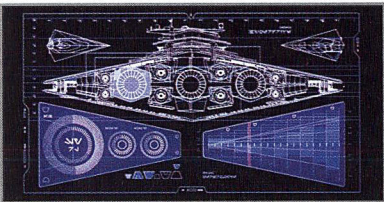
Dopheld Mitaka graduated at the top of his Academy class, earning a prestigious placement aboard the *Finalizer*. He wears a commemorative armband that bears the name of a notable admiral of the Old Empire.

BRIDGE PERSONNEL

First Order starship crews work closely together to ensure the smooth operation of their massive vessels. Ever-mobile and immensely complex, Star Destroyers require constant attention from their personnel. As a result, each standard day is divided into six four-hour-long shifts, divided among three crew sections. Each section fosters a strong sense of unity and team identity.



The bridges of *Resurgent*-class Star Destroyers are much better protected than the exposed conning towers of old Imperial warships. The sunken work stations, a design that dates back to the Clone Wars-era Jedi cruisers, continue to be the preferred layout for architecturally denoting command hierarchy.



BRIDGE SCREENS

Simplified bridge displays with limited colors allow for the rapid dissemination of complicated data.

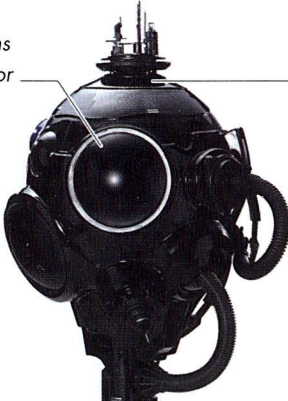
DATA FILE

- > Access to command systems and certain areas of First Order vessels and installations is governed by coded rank cylinders worn by officers.
- > The Resistance has limited intelligence of the First Order fleet, and many fear that the *Resurgent*-class is not the largest of the new Star Destroyer designs.



Command order tray (retracted)

Biological systems monitoring sensor



Medical telemetry transmission array

MOUSE DROID

A tireless mainstay from the days of the Old Republic, the skittish Rebaxan Columni MSE-series serves as a messenger, repair, and custodial droid aboard First Order starships and installations.

INTERROGATION DROID

Developed in violation of strict New Republic laws prohibiting torture, the new generation IT-000 is a corruption of medical droid tech.

Stormtroopers follow their own chain of command while aboard fleet vessels, with a captain of the guard serving as ultimate authority over the troopers. During alerts, however, troopers will follow orders from any officer regardless of branch of service.



Intercom headset

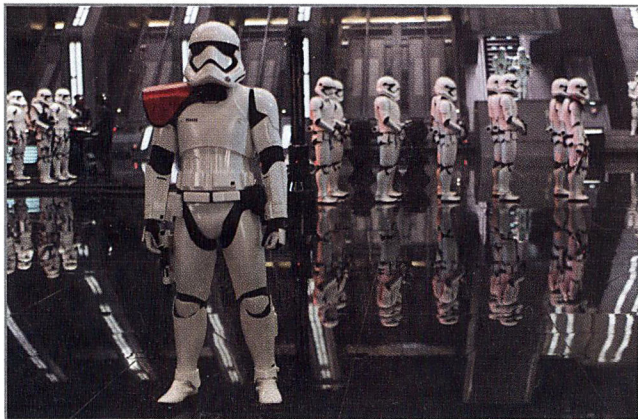
Lighter fabric duty uniform

CHIEF PETTY OFFICER UNAMO



First Order insignia

PETTY OFFICER THANISSON



TIE FIGHTER PILOTS

ADVANCES IN TECHNOLOGY, as well as the necessity that comes from no longer being the dominant galactic space force, have greatly benefited the latest generation of TIE fighter pilots. No longer callously treated as simply a line in a military ledger, TIE pilots are now given greater training and support in their missions. Their new generation fighter craft, though strongly resembling the TIEs of old, have a much greater survival rate than that suffered by the TIE pilots of the Galactic Empire.



The rudimentary deflector shields aboard new generation TIE fighters also smooth their passage through atmospheres, granting TIEs greater atmospheric control without needing streamlined modifications to the spaceframe.

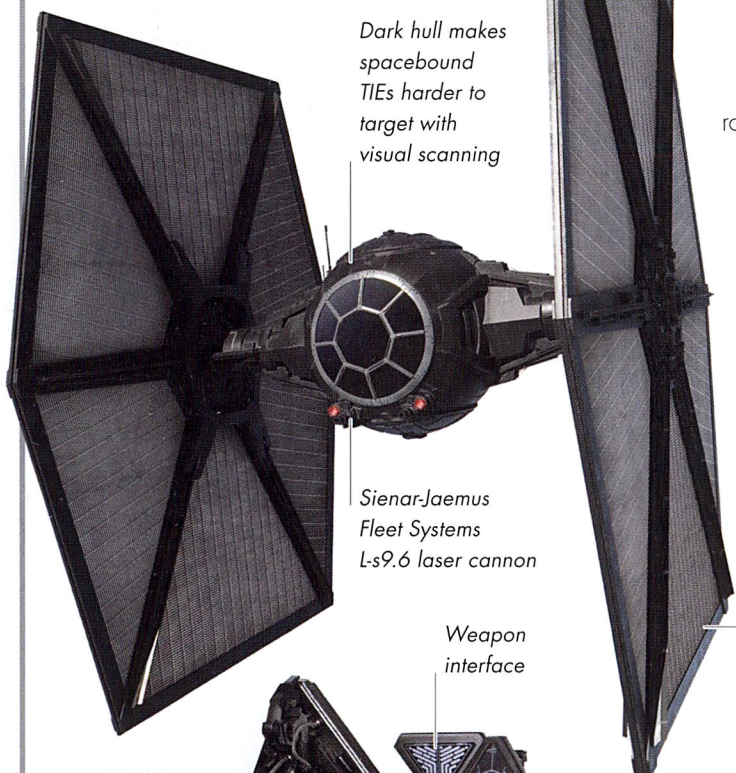
TIE PILOT CORPS

The new generation of TIE fighter pilots undergo rigorous training not unlike the constant and dehumanizing drilling faced by stormtrooper cadets. The pilots begin training at childhood, and most grow up within the corridors of Star Destroyers, becoming intimately familiar with starship operations. The First Order maintains strict standards of reflexes, visual acuity, and hand-eye coordination. Those pilots who fail to measure up are transferred to other roles within the fleet.

Flight gloves and vambrace armor

TIE FIGHTER

The standard fighter craft of the First Order fleet is the TIE/fo, an advanced version of the ubiquitous TIE/ln of the Galactic Civil War.



Dark hull makes spacebound TIEs harder to target with visual scanning

Sienar-Jaemus Fleet Systems L-s9.6 laser cannon

Weapon interface

Solar collector array wing

Left-hand control column

Right-hand control column and weapons trigger

FLIGHT CONTROLS

A sophisticated Torplex flight computer translates the movements of the pilot's two control columns into micro-adjustments to the twin ion streams that propel the craft.

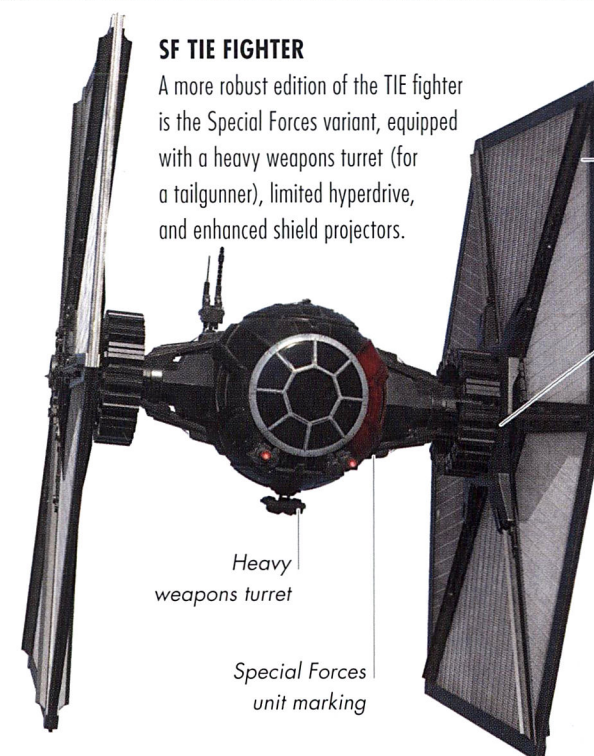


Targeting sensors

Complete vac-seal helmet

Ejection harness

Positive gravity pressure boots



SF TIE FIGHTER

A more robust edition of the TIE fighter is the Special Forces variant, equipped with a heavy weapons turret (for a tailgunner), limited hyperdrive, and enhanced shield projectors.

Structural bracing

Pre-charged deuterium power cells

Heavy weapons turret

Special Forces unit marking

Targeting node connects to external targeting sensors

Targeting interface projector

Atmosphere hose

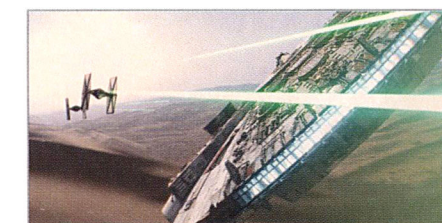
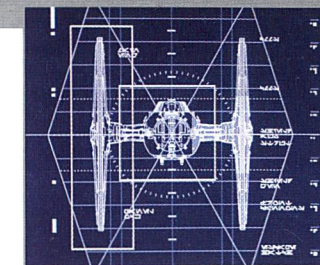


A particularly stubborn Special Forces pilot pursues his prey through the inner workings of the derelict Super Star Destroyer *Ravager*.

DATA FILE

> Standard TIEs have finally been granted deflector shield technology—a profound change in philosophy from the days of the Galactic Empire.

> Aboard First Order Star Destroyers, TIEs are deployed from hangar conveyor mechanisms that carry them up from deeper storage decks.



TIE fighters engage the *Millennium Falcon* over the junk-strewn dunes of Jakku.

Red markings indicate Special Forces status

SE-44C officer's pistol

Ship-linked communications

Life support gear

"Target acquired"

Padding

Detachable chin unit

Flexible vac-suit

Pilot comlink

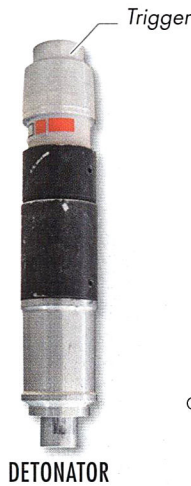
SPECIAL FORCES PILOT HELMET

SPECIAL FORCES

The distinctive flashes of red that stand out from the all-black armor of some TIE fighters and their pilots are the mark of the Special Forces—elite starfighter pilots answerable directly to the upper command levels of the Starkiller operation. The markings date back to the decorated flight barons of the Old Empire.

HAN SOLO

IF ANYTHING is consistent in Han Solo's life, it is unpredictability. His past exploits are the stuff of legends—he has been the famed smuggler who smashed the record for the Kessel Run; the onetime captain of the *Millennium Falcon*; the death-marked fugitive who outran Boba Fett and outlived the ire of Jabba the Hutt; and the scoundrel who won the heart of the last princess of Alderaan and became a hero of the Rebellion. Transition to a time of peace has not been easy for Han, who never expected an early or tranquil retirement. As the pendulum of fate once more swings the galaxy into war, he once again finds himself in the center of the chaos.

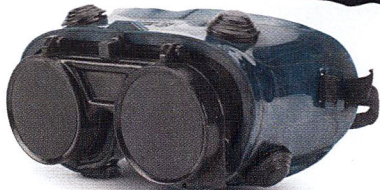


OLD HABITS

After the Galactic Civil War, Han Solo's life took unexpected turns as he became husband to an influential New Republic politician, a family man, and—for a time—a successful racing pilot. But the peace of this life was not to last, and after a profound tragedy upended what had become normal for the Corellian, Solo returned to his old life as a tramp freighter captain, smuggler, and freelance law bender. Chewbacca returned to Solo's side, and although much had changed, in many ways it was like the old days.



Han and Chewie are surprised to find stowaways aboard the *Millennium Falcon*, but quickly realize that the inexperienced youngsters do not pose a threat.



HAN'S WELDING GOGGLES



HAN'S HEAVY BLASTER PISTOL
Han continues to favor the BlasTech DL-44 design he has carried since before the Galactic Civil War, even though newer models have come and gone.



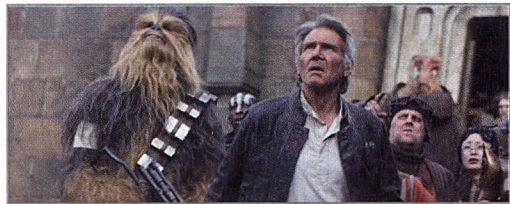
Former brown hair now entirely gray

Neof-leather jacket

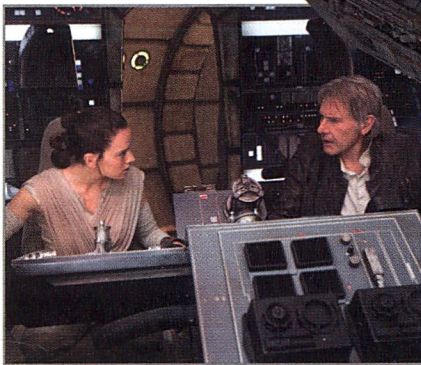
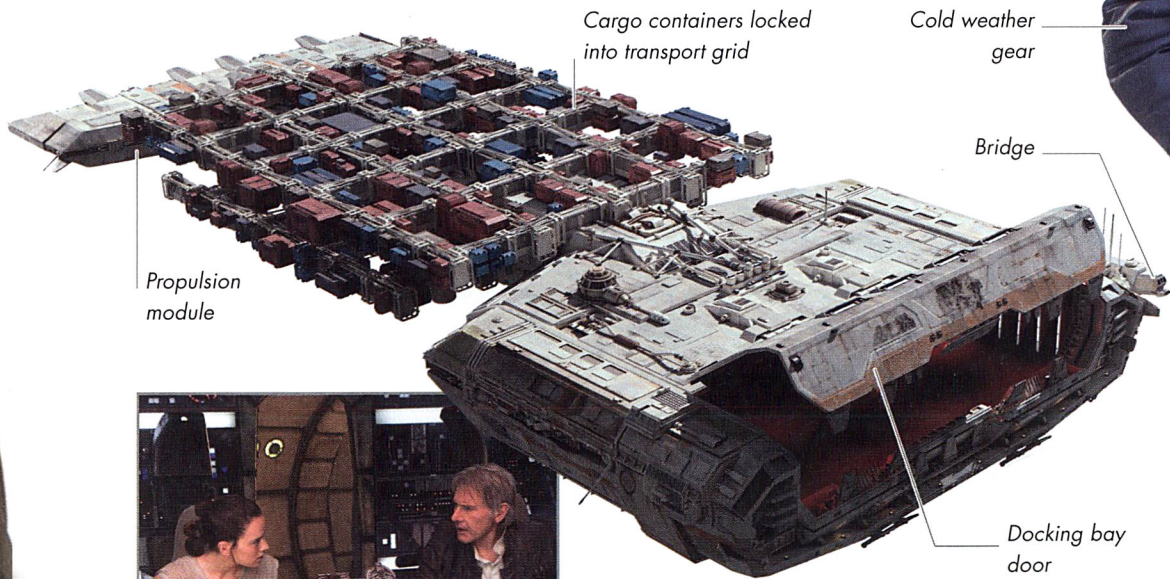
Still a fast draw

DATA FILE

- > Solo never considered himself sentimental as a young man, but now finds himself treasuring relics of when he was in his prime.
- > The younger Solo once scoffed at any mention of the Force, but now says without reservation that its power is real.



A brief visit to Takodana and the sanctuary of Maz Kanata's pirate den is suddenly interrupted by an unmistakable show of force by the First Order.



Over the years, the *Falcon* has switched hands from Lando Calrissian to Solo, from Solo to Ducaim, from Ducaim to the Irving Boys, from the Irving Boys to Unkar Plutt, from Unkar Plutt to Rey, and back to Solo.



SCOUNDREL'S LUCK
Solo has kept the golden pair of dice that he used in the "Corellian Spike" game of sabacc in which he won the *Millennium Falcon* from Lando Calrissian.



FOR THE RESISTANCE

Though Solo tries to remain apolitical he cannot abandon his conscience when it becomes apparent that the Resistance needs him. For Han, it is less about lofty ideals of freedom and democracy than it is to answer impassioned pleas for help from Rey, Finn, and ultimately, Leia Organa. Solo suits up for trouble and charges into danger, plunging into the very heart of the First Order, in an attempt to make a difference in as foolhardy and reckless a way as possible: a classic Han Solo gambit.



Cold weather gear

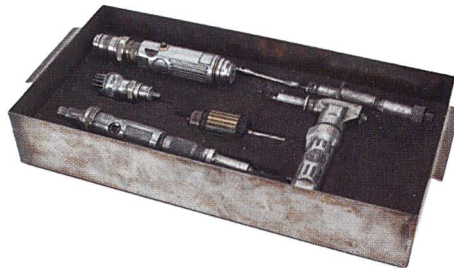
Insulated boots

SHIPS OF FORTUNE

As easily as the *Millennium Falcon* fell into Solo's life after a heated game of sabacc, so it was destined to abandon him after a change in fate. Solo made do with other ships at his disposal, eventually settling on an enormous bulk freighter named the *Eravana*, which he uses to haul massive shipments of legally questionable cargo. The ship is largely automated, meaning Solo and Chewbacca can handle most of the work, but on particularly dangerous or profitable hauls he hires additional hands.

CHEWBACCA

FAITHFUL FIRST MATE and copilot Chewbacca has loyally stood by his captain's side through the twisting fortunes of a galaxy in turmoil. Devoted to Solo no matter what ship the Corellian pilot happens to be flying, Chewie serves as a mechanical mastermind, keeping ships operational after Solo's harebrained maneuvers push them to their limit. As a long-lived Wookiee, the decades that Chewie has spent at Solo's side are scant payment of the life debt that Chewie feels he owes Solo. The two continue to be inseparable friends.

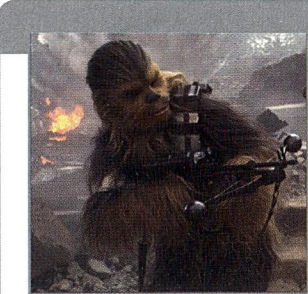


TOOL KIT
Despite the *Falcon's* ramshackle appearance, Chewbacca is surprisingly particular when it comes to the storage of his tools. He often wishes Han was the same.



BOWCASTER

Chewie's hand-crafted bowcaster is a traditional Wookiee ranged weapon. Colloquially known as a laser crossbow, the weapon uses alternating magnetic polarizers to energize a destructive bolt known as a quarrel. The quarrel emerges from the barrel sheathed in blaster energy, resulting in a particularly explosive impact. The weapon requires Wookiee strength to fire comfortably.

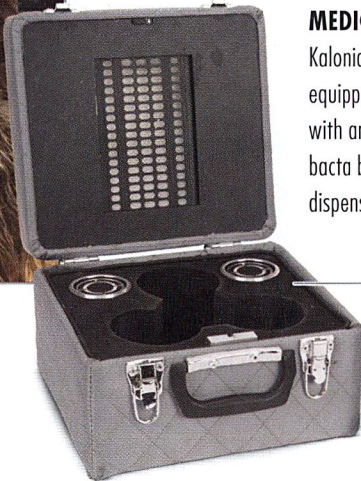


DATA FILE
> At 234 years old, Chewbacca is still not yet approaching middle age for a Wookiee.
> After the Battle of Endor, Chewbacca helped lead the New Republic effort to liberate Kashyyyk from Imperial rule.



WOUNDED WARRIOR

A run-in with competing gangs over a matter of credits owed results in Chewbacca suffering a blaster wound. Though the wound is suitably field-dressed, it requires a closer inspection from a medical professional. Doctor Kalonia of the Resistance applies her skilled touch to the injured Wookiee.



MEDICAL KIT
Kalonia's field kit is well equipped to handle blaster burns, with antiseptic field generators, bacta bulbs, and synthflesh dispensers within easy reach.

Soothing words from Kalonia calm the temperamental Chewbacca, who has never been good around doctors. Kalonia's fluency in Shyriiwook makes her a sympathetic ear.



"We're home," declares Han as they recover the *Falcon*. Although Chewie's time aboard the vessel represents a smaller percentage of his life, he is still fond of the ship he invested so much effort into maintaining.



Keen blue eyes

Bandolier cases contain one to three bowcaster quarrels each

Nearly indestructible kshyyy-vine weave

Carry-pouch

Pattern of fur coloration is unique to each Wookiee

Climbing claws (retracted)



Chewbacca is the first Wookiee Finn has ever met. Unable to understand Chewie's language, the young First Order deserter is intimidated.

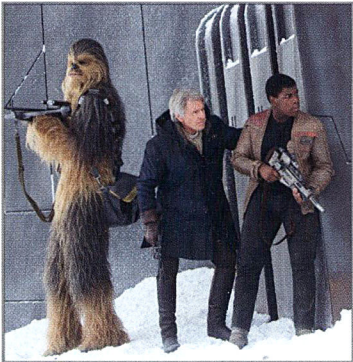
PARTNERS IN CRIME

Chewbacca returned to Kashyyyk once it was free from Imperial rule and reconnected with his larger family. Wookiee familial bonds are strong, but occur in a timescale alien to humans with their shorter lifespans. As such, it is relatively easy for Chewbacca to spend decades adventuring in the galaxy, away from his people. When Han Solo returns to a life of smuggling, Chewbacca feels honor-bound to follow his trusted friend down this path and offer what help he can.

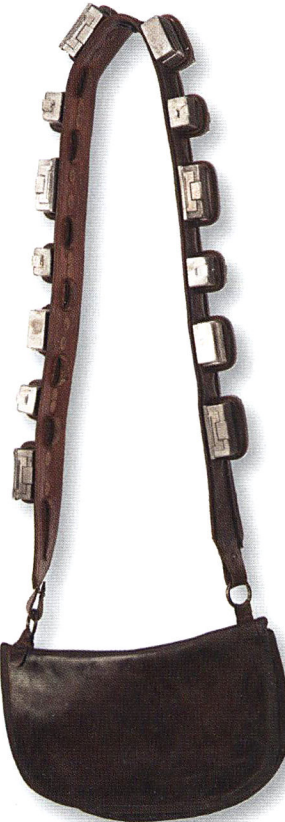


EXPLOSIVES BAG

Chewbacca puts his great strength to good use hauling a rucksack full of pyro denton explosives, during a mission to sabotage the First Order's evil plans.



Ever loyal, Chewbacca accompanies Han Solo on his mission to infiltrate the Starkiller operation. Chewie is Solo's sworn protector and will do all he can to keep him safe.



BANDOLIER

Chewbacca's bandolier holds ammunition and a carry-pouch containing tools to keep his bowcaster in operational condition.

RATHTARS

THE LATEST SCHEME in Han Solo's bid for independent fortune ranks among his most reckless and dangerous. He has converted a large freighter into a mobile animal pen, and has stocked it with ravenous rathars, the slimy beasts responsible for the infamous Trillia Massacre. Solo's client, the pompous and conceited King Prana, is paying top credit for the beasts, and Solo has borrowed against that fee to make this shipping run possible. Despite his repeated promises of success, delivered with typical charm, Solo's precarious house of cards is about to fall apart.

HOWLING HORRORS

Though rathars appear physiologically primitive, with only rudimentary senses and a lack of true skeleton, they show an affinity for pack hunting. Their howls transmit in ranges beyond those audible by humanoids, but can be heard and understood by fellow rathars. In a way not yet known, it seems the creatures get smarter the more rathars are present.



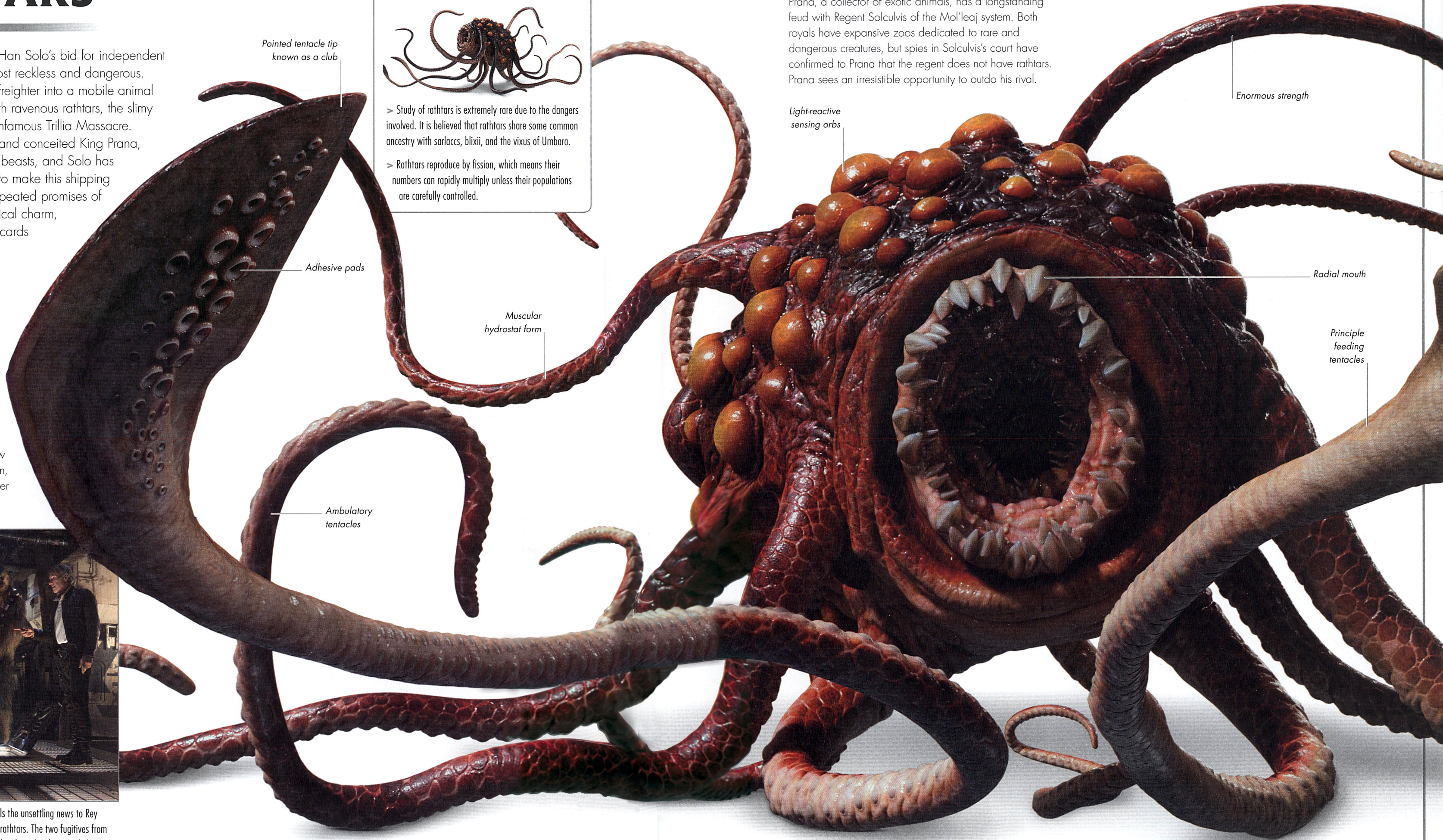
Within the *Eravana's* hold, Han Solo reveals the unsettling news to Rey and Finn that he is hauling a cargo of live rathars. The two fugitives from Jakku realize that their troubles have escalated, as they have traded First Order pursuers for a possible encounter with vicious, carnivorous beasts.

DATA FILE



> Study of rathars is extremely rare due to the dangers involved. It is believed that rathars share some common ancestry with sarlaccs, blixii, and the vixus of Umbara.

> Rathars reproduce by fission, which means their numbers can rapidly multiply unless their populations are carefully controlled.



Pointed tentacle tip known as a club

Adhesive pads

Muscular hydrostat form

Ambulatory tentacles

Light-reactive sensing orbs

Enormous strength

Radial mouth

Principle feeding tentacles

FIT FOR A KING

Prana, a collector of exotic animals, has a longstanding feud with Regent Solculvis of the Mal'leaj system. Both royals have expansive zoos dedicated to rare and dangerous creatures, but spies in Solculvis's court have confirmed to Prana that the regent does not have rathars. Prana sees an irresistible opportunity to outdo his rival.

GUAVIAN DEATH GANG

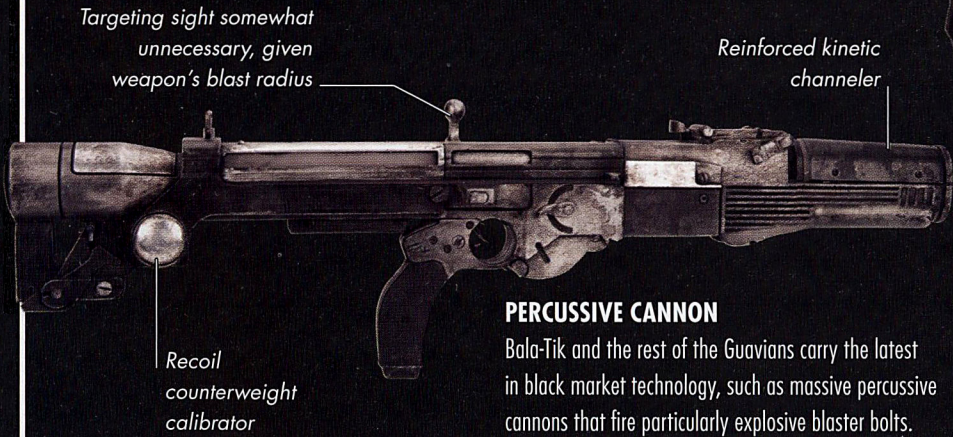
TO BANKROLL HIS HAUL for King Prana, Han Solo foolishly borrows 50,000 credits from the Guavian Death Gang, a criminal organization formerly based out of the Core Worlds. With the Guavian bosses tired of his excuses and delays, soldiers of the organization shadow Solo's freighter from his departure point on Nantoon. They seek to collect on Solo's overdue loan, and also make clear that a criminal organization with the words "Death Gang" in its name is not to be taken likely. The security soldiers of the Guavian Death Gang wear high-impact armor that makes them stand out among other deadly criminals.



Bala-Tik speaks with the clipped tones of the Core Worlds, but with a harsher edge.

BALA-TIK

Guavian frontman Bala-Tik is familiar with Solo's silver tongue, and won't accept another catalog of excuses from the Corellian. Although it would undoubtedly be easy to gun Solo down in cold blood and thus live up to the Death Gang name, Bala-Tik knows Solo to be a valuable source of profitable information. In the past, Bala-Tik has shaken moneymaking leads out of Solo, though his patience with the pilot grows razorthin.

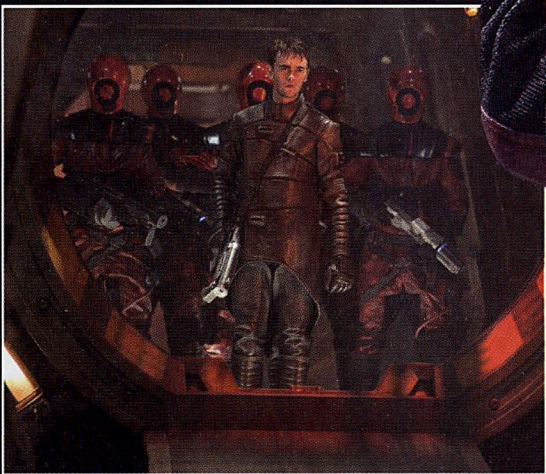
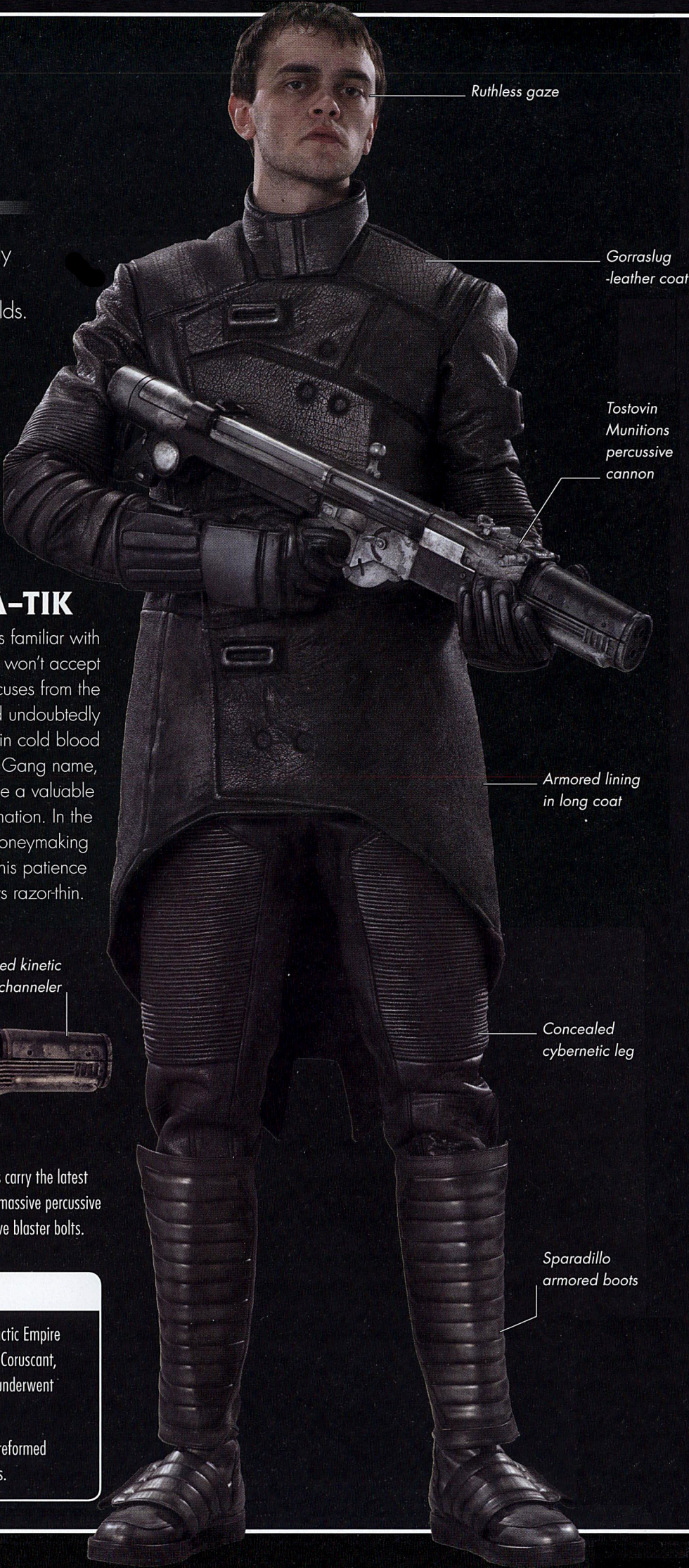


PERCUSSIVE CANNON
Bala-Tik and the rest of the Guavians carry the latest in black market technology, such as massive percussive cannons that fire particularly explosive blaster bolts.

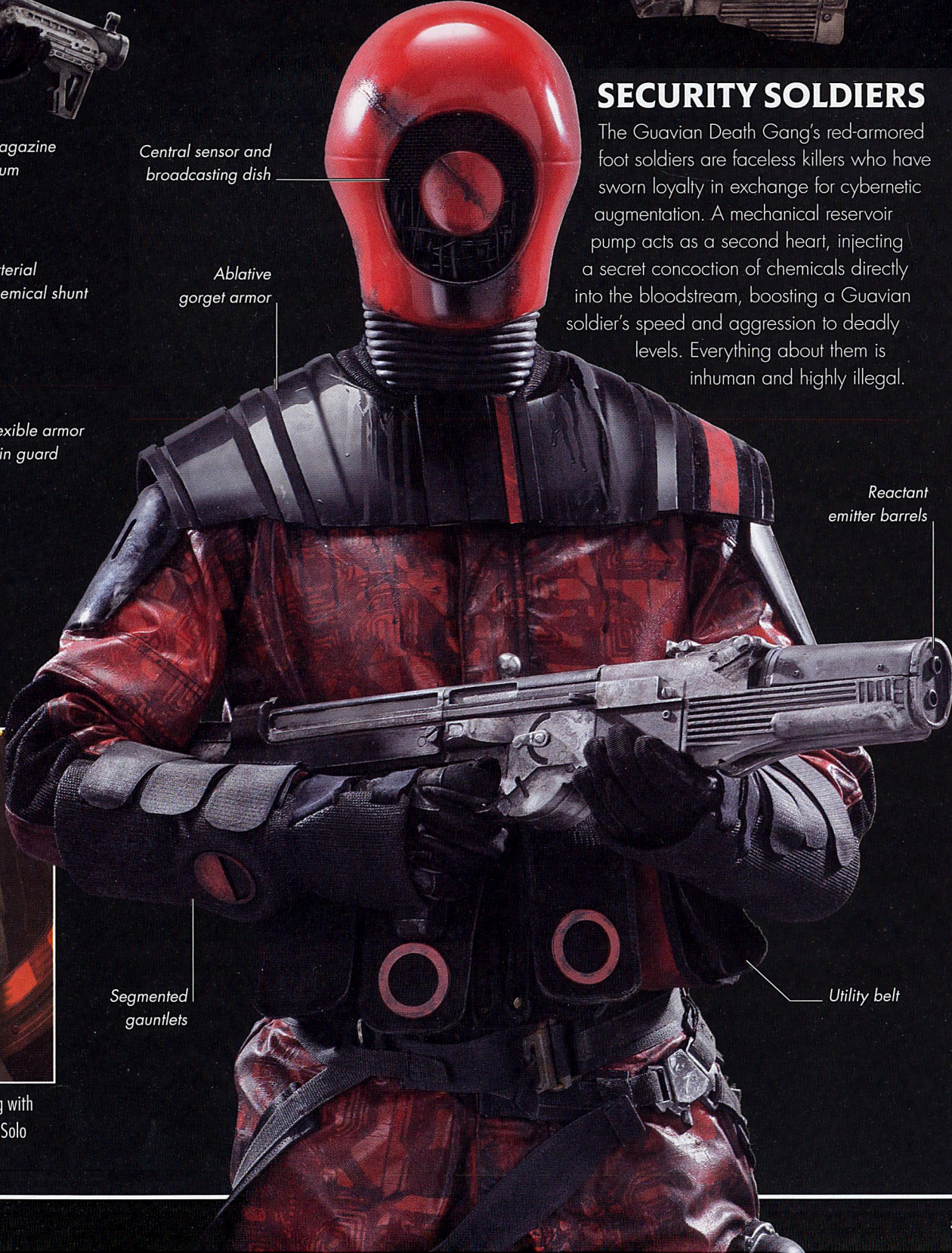


DATA FILE

- > Following the collapse of the Galactic Empire and the transfer of the capital off of Coruscant, the Core World criminal underworld underwent massive changes.
- > The Guavians were displaced and reformed in the Inner Rim and Colonies regions.



Bala-Tik is wary enough of Han Solo and Chewbacca to bring with him an armored contingent of security soldiers. He suspects Solo will be crazy enough to start a gunfight near an airlock.



SECURITY SOLDIERS

The Guavian Death Gang's red-armored foot soldiers are faceless killers who have sworn loyalty in exchange for cybernetic augmentation. A mechanical reservoir pump acts as a second heart, injecting a secret concoction of chemicals directly into the bloodstream, boosting a Guavian soldier's speed and aggression to deadly levels. Everything about them is inhuman and highly illegal.

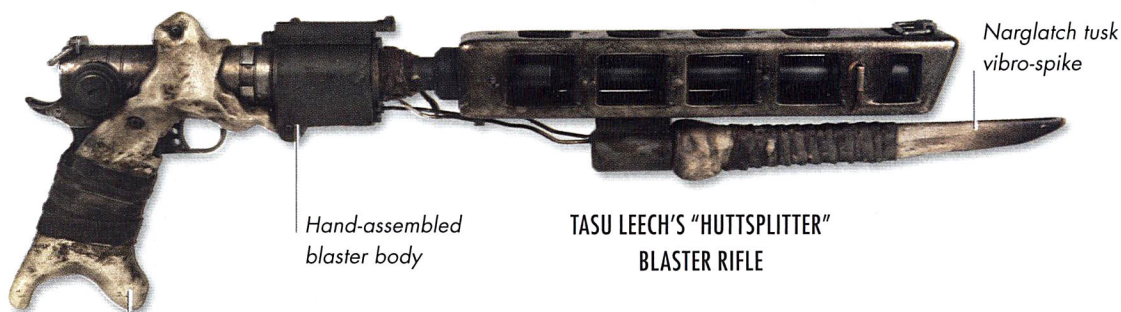
KANJIKLUB

AN OUTER RIM GANG of ruffians that often comes into the conflict with the Guavian Death Gang, Kanjiklub has found common ground with their rivals in the form of a mutual hatred of Han Solo. The sly Corellian smuggler has borrowed money from both outfits to complete his risky cargo haul, and neither organization cares for Solo taking such risks with their capital. Added to that, Solo has twice left Kanjiklub empty-handed after failures to deliver cargo.

DATA FILE



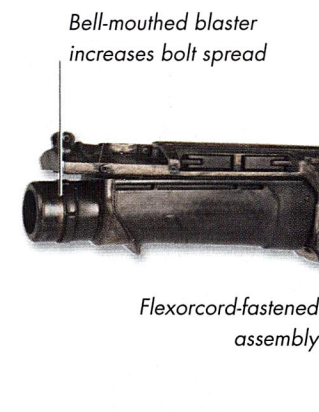
- > Kanjiklub hails from Nar Kanji, a Hutt colony world left in disarray following a gang war within the Hutt cartels.
- > Formerly subjugated by the Hutts, the human colonists of Nar Kanji overthrew their overlords and struck out on their own.



TASU LEECH'S "HUTTSPLITTER"
BLASTER RIFLE

TASU LEECH

Tasu Leech is the nominal leader of the scruffy Kanjiklub gang. Unlike their more organized and polished Guavian rivals, Kanjiklub resembles an unruly group of streetfighters and weapon-wielding thugs who dabble in extortion, piracy, and starship theft. Leech is not one for elaborate plans and rarely thinks beyond the next raid. Traditional to his frontier roots, he refuses to speak a word of Basic, deeming it a "soft language for soft people," though he can understand it well enough.



DONDERBUS
BLASTER

Oversized amplifiers
increase blaster bolt
charge within barrel

Kintan strider
ulna handle



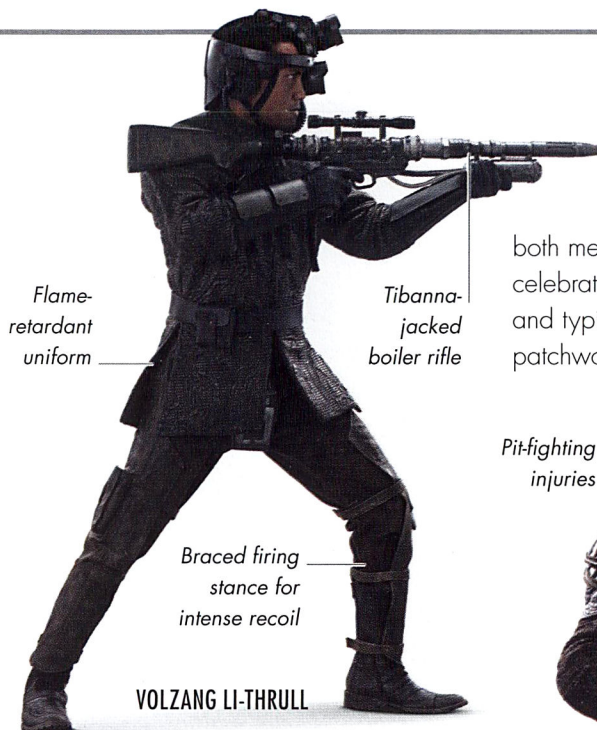
In accordance with Kanjiklub tradition, the leader of the gang may be challenged to combat by his underlings at any time. Tasu Leech has defeated many would-be usurpers to his command.



Unkempt, feral
appearance

Plastoid
blast jerkin

Lightweight
armor does not
impede agility



Flame-
retardant
uniform

Tibanna-
jacked
boiler rifle

Braced firing
stance for
intense recoil

VOLZANG LI-THRULL



The raucous nature of Kanjiklub and the constant vying for dominance within the ranks means the ragtag group rarely operates well as a team, unless Tasu Leech is directly in command.



Pit-fighting
injuries

Roggwart-bone
rifle butt

CROKIND
SHAND



Scope largely for show on
short-range weapon

Extended recoil-
absorbing stalk

LI-THRULL'S BOILER
RIFLE

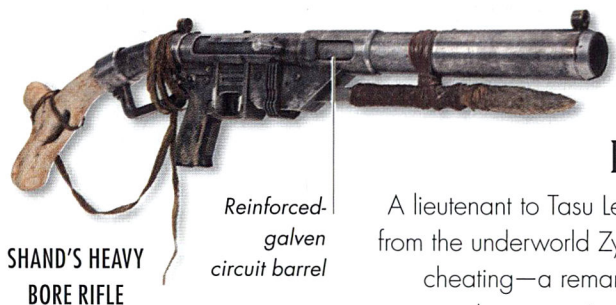
Spin-sealed
Tibanna bottle



External accelerator
barrel cage

QIN-FEE'S "WASP"
BLASTER RIFLE

Pump action gas
compression



SHAND'S HEAVY
BORE RIFLE

Reinforced-
galven
circuit barrel

KANJIKLUB MEMBERS

During their long enslavement by the Hutts, the human colonists of Nar Kanji developed fighting styles that incorporated improvised weaponry, both melee and ranged. The modern Kanjiklubbers celebrate the ingenuity that kept their ancestors alive, and typically equip themselves with intimidating patchwork armor, jury-rigged rifles, blades, and clubs.



Zygerrian-style
faux crests

Homemade
explosive
cylinders

Insulated
palm
sparring
gloves

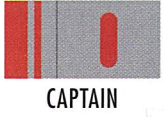
RAZOO QIN-FEE

A lieutenant to Tasu Leech, Razoo Qin-Fee was banned from the underworld Zygerrian fighting circuit for suspected cheating—a remarkable feat in a sport that has no rules. A pyromaniac and tech expert, Razoo maintains the hodgepodge weaponry and explosives favored by the wild Kanjiklubbers, frequently upgrading and modifying their deadly tools of the trade to exacting and sinister specifications.

GENERAL ORGANA

IT IS NO SMALL IRONY that the woman who embodied the ideals of peace and freedom for one generation was branded a militant fearmonger by the next. Many thought Leia Organa was unreasonably suspicious of the peace process that defanged the Galactic Empire. She argued that the New Republic was not doing enough to secure the safety of its citizens, and she was estranged from the Senate for her refusal to let the ghosts of the last war stay dead. Leia's words of warning regarding the First Order's mobilization for war prove tragically prophetic.

Rank badges are red for army personnel, and blue for navy



LEIA'S BLASTER
Leia's preference has always been for compact hand weapons. The Eiriss Ryloth Defense Tech Glie-44 is a Resistance mainstay.



On the smoking battlefield of Takodana, Leia encounters Han Solo in an awkward reunion. Their complicated feelings must be put aside to focus on the graver matters at hand.



In the heart of the D'Qar base command center, Leia Organa keeps track of Resistance operations. Never far from her side are Admiral Staturo, whom she relies upon for advice and perspective, and the protocol droid C-3PO.

RESISTANCE LEADER

Leia Organa's words of warning about the suspicious activities of the First Order far from the eyes of the Republic fall on deaf ears. Many in the Senate are content with the peace that has been won, regardless of the increasing cold war tensions between Republic and First Order. They brand Leia as an alarmist at best, a warmonger at worst. Not even Leia's royal status as the last princess of Alderaan commands much authority, as such titles now hold little sway in a Republic determined to uphold the tenets of democracy.

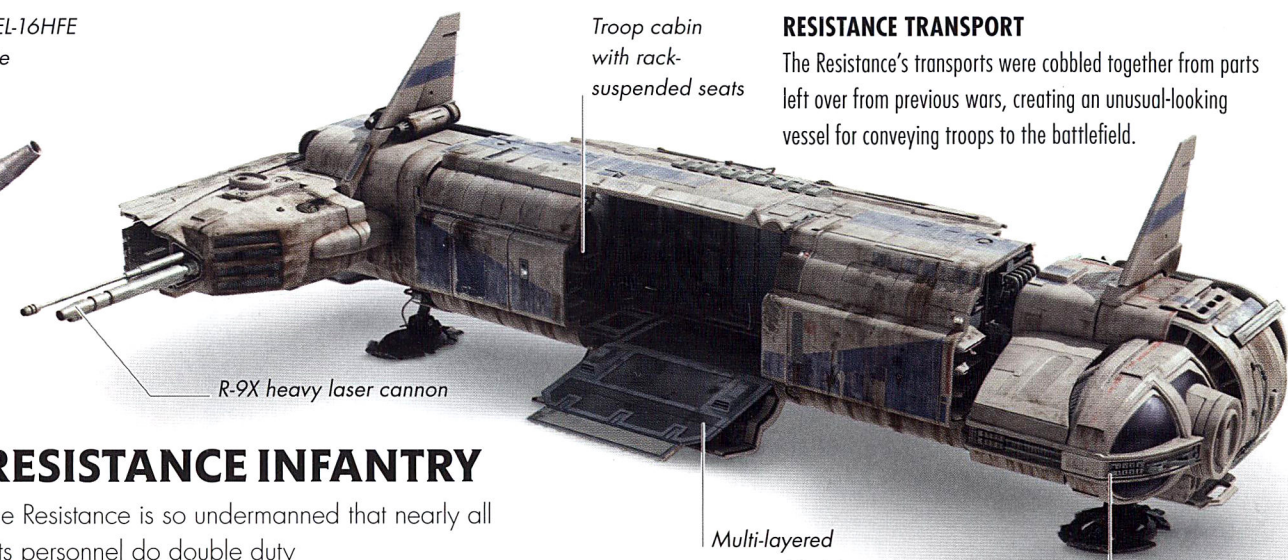
Leia has shed any symbols of royalty unless tradition demands it

Rank-free vest

Resistance uniform



BlasTech EL-16HFE blaster rifle



RESISTANCE INFANTRY

The Resistance is so undermanned that nearly all of its personnel do double duty (or more), serving as ground troops. Scanner technicians, droid programmers, starship mechanics—all are willing to don a combat helmet and pick up a blaster rifle to do battle with the First Order should circumstances call for it.



RESISTANCE COMBAT HELMET



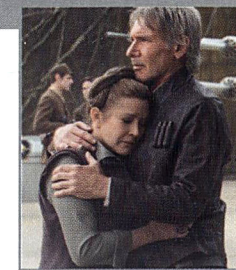
Nearly everyone in the Resistance command center on D'Qar was personally recruited by Leia Organa, convinced by her plea to act where the Republic could or would not. Leia knows everyone under her command by name, a fact not taken for granted by her crew.

HAN AND LEIA

Tumultuous would be a fitting word to describe the relationship between Han Solo and Leia Organa. In their younger days, when faced with the backdrop of war, their opposite natures and impulsive drives led them to romance. Their feelings have stood the test of time, even though the dynamics of their relationship have been forced to change, adapting in the face of external conflicts and personal tragedy. The two will always share a love that comes from knowing someone so completely.

DATA FILE

- > Despite the loss of so many loved ones, Leia simply never surrenders to grief. Leia's brother, Luke, speculates that the strength of her will is how the Force manifests in her.
- > Leia now rarely uses her royal title except among those who have known her the longest.



Armored B-wing Mark 2 cockpit module

New jacket—though Leia didn't notice

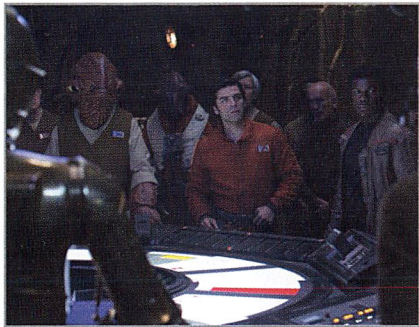
RESISTANCE COMMANDERS

THE UPPER LEVELS of the Resistance consist primarily of veterans of the Galactic Civil War who have remained loyal to Princess Leia Organa. Many of the New Republic politicians who rebuilt the Senate thought the best way to preserve peace was to disband the galactic-scale military forces that had become the norm since the Clone Wars. This left many skilled veterans without commands. When Leia began organizing a Resistance to stand watch against the militarized rise of the First Order, these old rebels were ready for the fight.

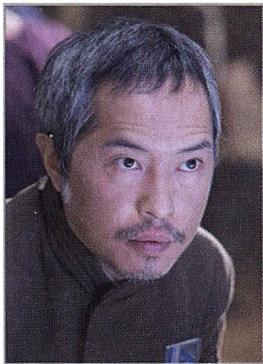


MAJOR BRANCE

A communications officer who keeps General Organa up to date with the latest intelligence on First Order operations, Brance grows weary of always imparting bad news.



The command staff of the Resistance base on D'Qar gets a sobering briefing regarding the destructive capabilities of the First Order's Starkiller weapon.



Statura's knack for quickly assessing a situation makes him one of Leia's most trusted officers.

ADMIRAL STATURA

Statura was only a teenager when the war against the Empire ended, but he had already faced combat in trying to liberate his homeworld of Garel. He is pragmatic and technically minded, and was pursuing a career in applied sciences when General Organa recruited him as commander of ship procurement and logistics in the Resistance.



Premature graying, common in the Resistance

Repurposed Rebel Alliance crest

Resistance command officer's uniform

Admiral's rank badge



Skin faded with age

Eyes evolved for use both underwater and in atmospheres

Holds army rank of major

Boots emphasize comfort for long hours standing



Resistance personnel have great respect for Admiral Ackbar as one of the few remaining commanders to have faced the terrible might of the Empire at its height.

ADMIRAL ACKBAR

Ackbar brings to the Resistance nearly six decades of combat experience. He defended the oceans of his planet in the Clone Wars, and brought the rebels much needed warships when he led his people into the Alliance. Following the decisive victory at the Battle of Endor, Ackbar was instrumental in the final defeat of the Empire at Jakku. He was coaxed out of peaceful retirement on Mon Cala by the insistence of General Leia Organa.



Medical services armband

DATA FILE

> The understaffed Resistance places a great emphasis on treating the wounded and returning them to duty, which means sourcing medical equipment is a high priority.



> The Resistance maintains many of the old protocols from the Rebel Alliance. Code K-one-zero is an order to evacuate a base, for instance.

MAJOR EMATT

A veteran of the Rebel Alliance dating back to the Battle of Yavin, Ematt is a seasoned soldier who is well traveled across the galaxy.



Major rank badge

Simple belt clasp

RESISTANCE PILOTS

THE YOUNGEST AND BRIGHTEST of the Resistance military fill out the ranks of its starfighter forces. The Resistance sources these pilots from worlds liberated by the New Republic from the worst of the Empire's oppression. Recruited from the local planetary defense forces, and prepared to fight for the ideals of the former Rebellion, these pilots prove to be a loyal, spirited lot, eager to bring the battle to the First Order. They form a close-knit bond within their squadrons, and continue to fly the seal of the Rebellion made famous in the Galactic Civil War.



SNAP WEXLEY

Snap hails from Akiva, an Outer Rim world that was an Imperial base until it was liberated by the New Republic. He is the son of a Rebel Alliance Y-wing pilot who flew at the Battle of Endor. Now a captain in the Resistance, Snap is the best recon flier in the force, with a keen eye for trouble and the piloting skill to evade it.

FreiTek life support unit

Detachable holster

Padded flight gauntlets

Signal flares

Positive grip soles

Insulated flight helmet

Older Cobalt Squadron logo

Tierfon Yellow Aces sigil

Older Coalstreak Squadron stripes

ELLO ASTY'S HELMET

JESS PAVA'S HELMET

NIEN NUNB'S HELMET

SQUADRONS

The Resistance base on D'Qar maintains two primary X-wing squadrons, code-named Red and Blue. Blue Squadron is the primary line of defense for the base, with Red Squadron flying as support. Commander Poe Dameron leads both squadrons, under the call sign Black Leader—not as an indication of a separate squadron, but to denote his specialized fighter, *Black One*.



Combat missions typically break the squadron into paired fighter elements, consisting of a lead and a wingman.

Inflatable flight vest

Glie-44 blaster pistol

Abednedish lettering

Modified native Sullustan gear

Spacer's flight belt

Ejection harness



The intuitive controls of the X-wing remain largely unchanged, meaning inexperienced bush pilots can quickly and confidently take up the stick.

SIGNAL FLARES IN BANDOLIER

ELLO ASTY

DATA FILE

> The current generation of fighter pilots venerate the past with maneuvers named for heroes of the Galactic Civil War. The Skywalker Swoop, the Antilles Intercept, and the Porkins Belly Run are all training basics for Resistance pilots.

NIEN NUNB



T-70 X-WING

The modern X-wing starfighter continues to use many of the design features of the venerable T-65. Improvements include refined engines and a variable-configuration droid socket that supports a wider variety of astromech types. The T-70 also has modular secondary weapon pods, allowing the proton torpedo launchers to be swapped out for different ordnance or even additional laser cannons. This has increased the X-wing's versatility as a space superiority fighter.



Streamlined S-foil configuration

Astromech socket

Flight computer

Long-range laser cannon

Advanced split-engine design

RESISTANCE GROUND CREW

THE RESISTANCE MAKES DO with a small arsenal of upgraded starfighters, mostly of the X-wing variety. To keep these ships in fighting shape, the Resistance relies on tireless ground crews who recognize the enormous value these fighters contribute to the war effort. The Resistance has little in the way of capital ships, since Republic demilitarization efforts have made them difficult to obtain. As such, the fighters have to do the bulk of the work to defend worlds targeted by the First Order for expansion and colonization.



Sound-dampening work helmet

Amphibian characteristics

Inventory datapad

Static discharge prevention coveralls

Duty uniform pants

GOSS TOOWERS



Communications headset

GLD (Ground Logistics Division) controller's coat

ELECTROBINOCULARS

Ground crew spotters monitor the arrival and departure of starship traffic with simple yet reliable instruments.



Controller Dand is a stickler for detail, and does not tolerate anyone operating out of protocol.



BOLLIE PRINDEL



COMMAND CENTER

The Resistance base on D'Qar was originally scouted as a potential Rebel base by Corona Squadron during the Galactic Civil War. The Rebel Alliance established a short-lived outpost there just prior to the mop-up operations against the retreating Imperial forces. When the resource-strapped Resistance began operations, it relied on old Rebellion-era bases as starting points.

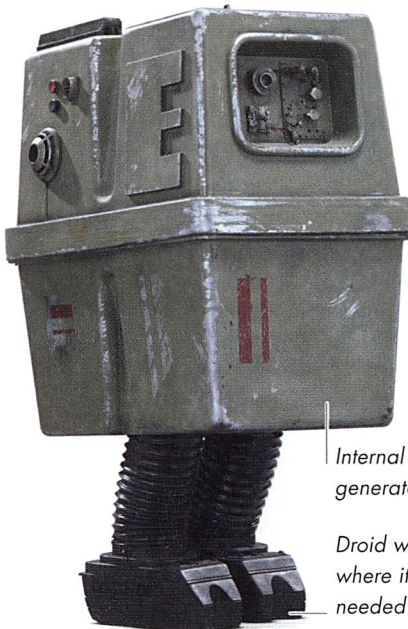


Comlink headset

VOBER DAND

RESISTANCE DROIDS

Power droids, comms droids, astromechs, and loading droids all play a vital role in keeping the Resistance fighting. With only periodic recharge and maintenance breaks, they diligently work around the chrono to keep equipment operative or to monitor communications and sensor data. Continuing the tradition established by the Rebel Alliance, Resistance droids are granted independence and responsibility and are seen as more than just machines.




Internal fusion generator

Droid walks to where it is needed

4B-EG-6

GNK-SERIES POWER DROID



Central processing dome

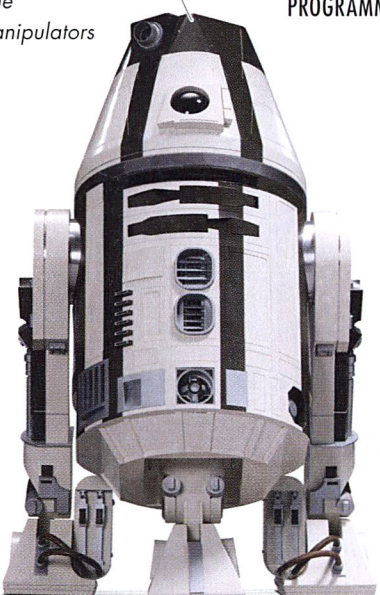
Elongated neck built to resemble Tallid species

PZ-4CO "PEAZY"


A helpful, dedicated communications droid based in the D'Qar command center, Peazy speaks with a pleasant, female-pitched voice.

Durasteel shell

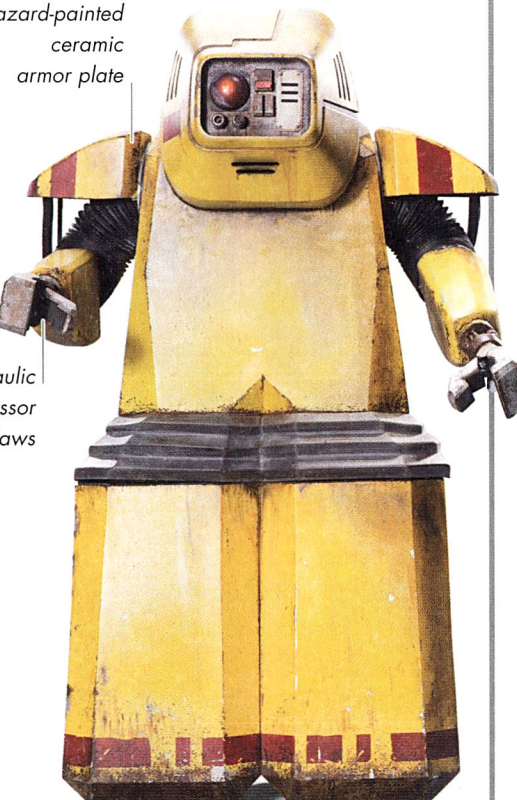
Fine manipulators



M9-G8 ASTROMECH



B-U4D'S PROGRAMMER



Hazard-painted ceramic armor plate

Hydraulic compressor claws

B-U4D "BUFORD" LOADING DROID

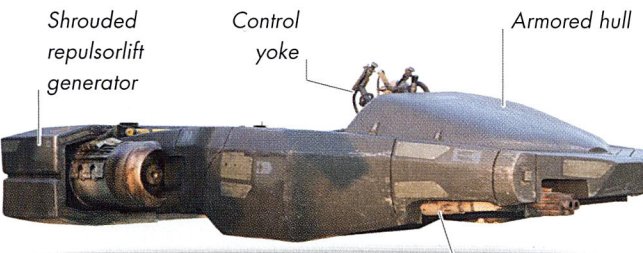
DATA FILE

> Control of the command center's droid operations is split between PZ-4CO and C-3PO; the latter concentrates on personally attending General Organa.



RESISTANCE TECHNICIANS

A generational divide exists within the assembled ranks of the Resistance command center. Older, graying officers who witnessed the destruction of the Galactic Empire lead, inspiring younger volunteers who are barely in their twenties. Though the younger technicians have not witnessed the horrors of tyranny firsthand, they believe the words of their elders and diligently work to track and stop the covert activities of the First Order.



Shrouded repulsorlift generator

Control yoke

Armored hull

Defensive laser cannons

RESISTANCE BASE SPEEDER

A battered Gian-211 patrol speeder serves as an example of the Resistance philosophy of using every asset possible. Technicians keep the antiquated repulsorlifts on the transport and recon vehicle working.



Junior controller's uniform

KAYDEL KO



Lead dispatcher's uniform

PAMICH NERRO



Resistance engineers use large scale yet portable generators to produce power with which to charge starships and weaponry.



The D'Qar Resistance base lies underneath foliage-covered mounds. A landing strip assists pilots in avoiding the towering vegetation.

C-3PO

A FUSSY PROTOCOL DROID with decades of continuous functioning, C-3PO serves General Organa to the best of his programed ability. Though he has never felt comfortable in wartime, C-3PO has begrudgingly accepted that a war room will be his base of operations for most of his mechanical lifetime. C-3PO has seen a promotion in his duties since the Rebellion; in addition to his responsibilities as translator, he is also in charge of the movement's pool of spy droids distributed across the galaxy.

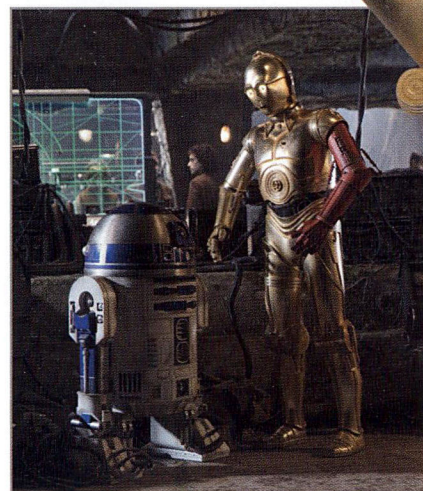


C-3PO has served the Organa household since Leia was born. Leia can't help but think of him as a fixture in her life.

SPYMASTER

All Resistance droids can maintain a communication link to one another via a special protocol partially engineered by C-3PO. With a great knowledge of droid languages from across the galaxy, C-3PO manages the influx of information that comes from droids in the field. He laments that he neglected to activate the tracking protocol on BB-8 prior to its latest mission.

Intermotor
actuating coupler



During stressful times in the Resistance command center, C-3PO deeply wishes that R2-D2 was operating at full capacity again.

Back plate
covering
mechacarpal
assembly

Logic
function
computer

DATA FILE



> C-3PO has upgraded his TranLang III communications package to increase his language fluency to over seven million forms of communication.

> C-3PO is uncharacteristically quiet when it comes to discussing his salvaged arm; it is a memento of another droid's sacrifice.

Salvaged
arm

R2-D2

AN ASTROMECH DROID that first saw action during the twilight of the Republic, R2-D2 is finally beginning to show his age as newer and more advanced models become the norm for starship support duty. For several years now, R2-D2 has not been operating at peak capacity. His celebrated role in the Rebellion has afforded him semi-retirement rather than the standard recycling the resource-strapped Resistance would normally employ.



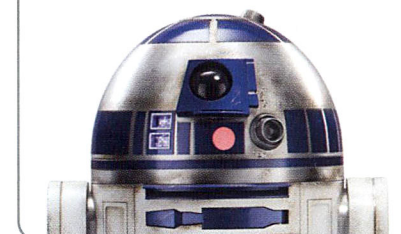
R2-D2 was a constant companion to Luke Skywalker during his journeys across the galaxy following the Battle of Endor, and was witness to triumph and tragedy.

Acoustic signaler

DATA FILE

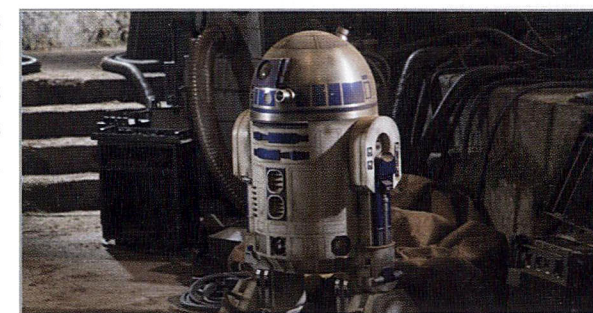
> On most days, R2-D2 is kept underneath a tarp to prevent the D'Qar humidity from damaging his systems.

> R2-D2 has never had his memory wiped—a practice that dates back to Anakin Skywalker's ownership of him.



Powerbus cables
connecting power cells

Though R2-D2 remains unresponsive, C-3PO still regularly talks to him, fusses over him, and even finds ways to argue with him.



STANDBY MODE

As R2-D2 recuperates in his self-imposed low power mode, his diagnostic systems are attempting to organize the vast trove of information in his databanks from over seven decades of uninterrupted operation. The defragmenting of millions of exanodes within his memory is causing R2-D2 to "dream" many of his greatest adventures.

Primary
photoreceptor

Shoulder
articulation joint

Actuating coupler

DATA PROBE

UTILITY ARM

R2-D2's computer access equipment allows him to quickly read entire networks. Known to very few, R2-D2 has been keeping internal copies of much of the data he has accessed over the decades.

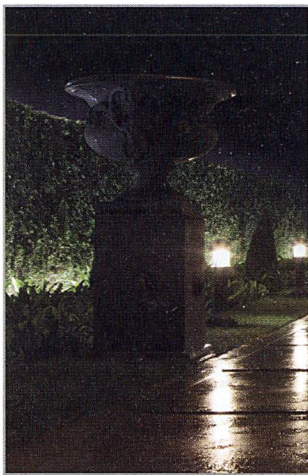
Ankle articulation
servomotor

Third tread
(retracted)

Motorized
all-terrain treads

THE SENATE

SINCE THE HISTORIC signing of the Galactic Concordance between the New Republic and the defeated Empire, the preservation of peace in the galaxy has been the dominant focus of the newly restored Galactic Senate. Convincing a war-weary galaxy that this period of renewal would be different proved challenging, as similar promises had been made during the rise of the Empire. As a bold demonstration of the government's dedication to break with historical precedent, the New Republic did not settle on Coruscant. Instead, its capital shifts across member worlds by a process of election.



Hosnian Prime serves as the current New Republic capital. Moving the Senate from Coruscant did much to convince the many disaffected systems that had tried to withdraw from the Republic prior to the Clone Wars.



NAHANI GILLEN OF UYTER



BRASMON KEE OF ABEDNEDO



THANLIS DEPALLO OF COMMENOR

CHANCELLOR VILLECHAM

A delegate from the Mid Rim Tarsunt system, Lanever Villecham is in the second year of his first term of office as Chancellor of the New Republic Senate (the word "Supreme" has been eliminated from the title). Villecham's principal concerns in office include forging more agreeable trade relations with the neutral systems of the Trans-Hydian Borderlands. He is not worried about the First Order, as long as the former Imperials are contained within their borders and are following the dictates of the Galactic Concordance.



Simple, modest robes of office

Signs of age respected in Tarsunt culture



GADDE NESHURION OF UBARDIA

Traditional Ubardiani headdress

Sash of agreement



ANDRITHAL ROBB-VOTI OF TARIS

Tarisian colors of administration

Frock of the Theed reforms



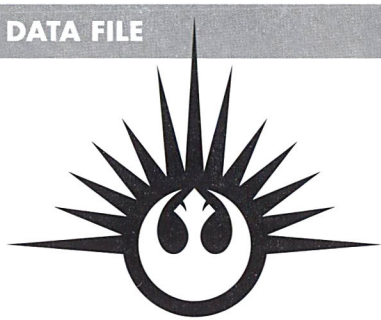
THADLÉ BERENKO OF NABOO



ZYGLI BRUSS OF CANDOVANT

Formal Naboo coif

Ultraviolet vision



> Despite operating with the begrudging acknowledgment of the Senate, General Leia Organa's Resistance movement is a wholly independent body, whose actions are not sanctioned by the New Republic.

> The New Republic fleet is the largest defense force in the galaxy, but nevertheless is a fraction of what it was during the Clone Wars.



Faced with concrete evidence of the First Order's march to war, Leia dispatches Korr Sella to the Senate, in hope of securing military assistance from the New Republic.

KORR SELLA

Leia has come to realize that her reputation has been twisted by corrupt politicians, and the power of her voice has been weakened by personal attacks and rumors of delusion. Leia therefore relies on Korr Sella, a young envoy, to make her case for the Senate to take direct action against the First Order.



Studied diplomatic demeanor

Rank of commander

Resistance command uniform

No-nonsense stance exudes authority

Military cut boots



INTRODUCTION

STAR WARS: THE FORCE AWAKENS launches audiences into a new era of storytelling. A New Republic holds sway over a civilized galaxy. In the depths of uncharted space, the next evolution of the Empire—the First Order—stands ready to unleash destruction on an unsuspecting target. The Resistance, outnumbered and underequipped, is all that stands in its way. Absent from the galactic stage are the Jedi Knights—Luke Skywalker is missing when the galaxy seems to need him the most. It falls to a new generation of heroes to rise and rekindle the power of the Force.

The gap of 30 years since the events of *Return of the Jedi* invites endless speculation as to what has happened since that triumph of the Rebel Alliance over the evil Galactic Empire. How has the galaxy reshaped itself? Who are the players in this latest struggle for power? What has become of the legends of the past and who are the new heroes of tomorrow? This Visual Dictionary starts to answer some of those questions.

STARKILLER BASE

HIDDEN WITHIN the Unknown Regions that make up a vast swath of the galaxy westward of the Core is the true heart of the First Order. Concealed from the prying eyes of the New Republic and the questing probes of the Resistance, the descendants of the Galactic Empire have been amassing a power that violates the treaty restrictions of the armistice. But even their fleets of Star Destroyers and legions of stormtroopers pale in comparison to the destructive power of the First Order's newest superweapon: the sun-targeting Starkiller weapons platform.



The Starkiller is a titanic feat of engineering, and its operation requires vast amounts of personnel.

Starkiller Base is carved from the rock of an icy world, meaning that throughout the installation, mechanical surroundings give way to natural ones.

BASE DEFENSES

Starkiller Base is the largest known deployment of First Order military forces, and yet it cannot truly be considered the headquarters of the emergent power, as Supreme Leader Snoke keeps his command center mobile. Nonetheless, legions of stormtroopers stand ready to defend the base, bolstered by TIE fighters, missile and laser batteries, and incredibly powerful planetary shields that can deflect any bombardment.



Stormtrooper executing a parade ground about-face

JOINT OPERATION

The Starkiller operation is an unprecedented undertaking, requiring the efforts of every service branch of the First Order. As it has the unique characteristic of being both a planet-based and interstellar weapon, the command and operations crew draws from both Navy and Army ranks, meaning admirals and generals, commanders and majors work side by side to prime the weapon for its devastating debut.



TECHNICIAN
MANDETAT

Coded access cylinder



LIEUTENANT
RODINON

Starkiller engineer duty uniform

Static-grounded boots

Enormous banner of the First Order



Crested command cap

COLONEL DATOO

A methodical officer in charge of the primary fire control room of Starkiller Base, Colonel Datoo believes that such destructive power demands respect from all within the ranks of the First Order.

STARKILLER OFFICERS

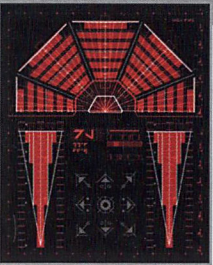
The officers of the First Order military grew up shielded on the far side of the Unknown Regions. They were the first generation to grow up after the Galactic Civil War, and with an Imperially-skewed version of galactic history. Under the guidance of Imperial veterans, they learned of a glorious past and the destiny that was stolen from them by terrorists who called themselves "rebels" and, later, the New Republic. These true believers see themselves as the only power capable of wresting the galaxy away from a path of chaos and corruption.

Commemorative band identifying Kaplan, a historic Imperial warlord

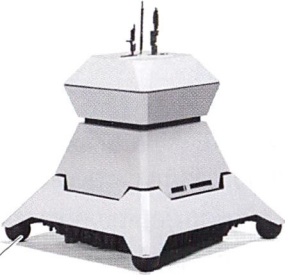
Teal army uniform

DATA FILE

- > The Starkiller is the culmination of Old Empire research into dark energy translations and hyperspace tunneling.
- > The First Order selected the icy world for its unique energy-transmitting crystalline deposits.

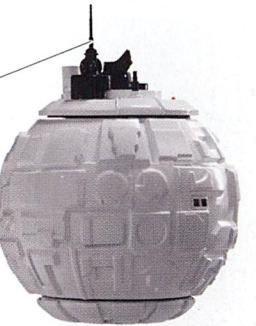


The sheer size of the Starkiller operation means that the First Order must rely on droid workers. From the polished corridors to the frozen plains, droids carry out a wide variety of essential tasks.



SENTRY DROID

Rolling casters for travel through base interior

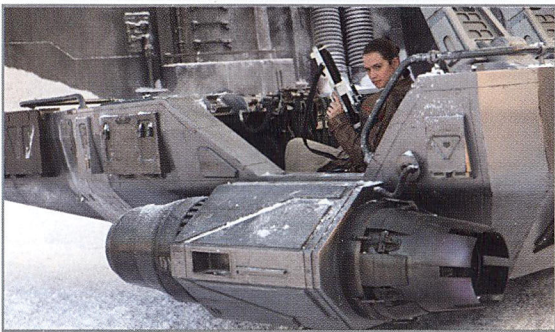


PATROL DROID

Long-range communications antenna



Rey, having grown up on a desert world, is ill-prepared for the frozen planet that houses the Starkiller. With countless lives hanging in the balance, she quickly ignores any thoughts of discomfort to continue her mission.



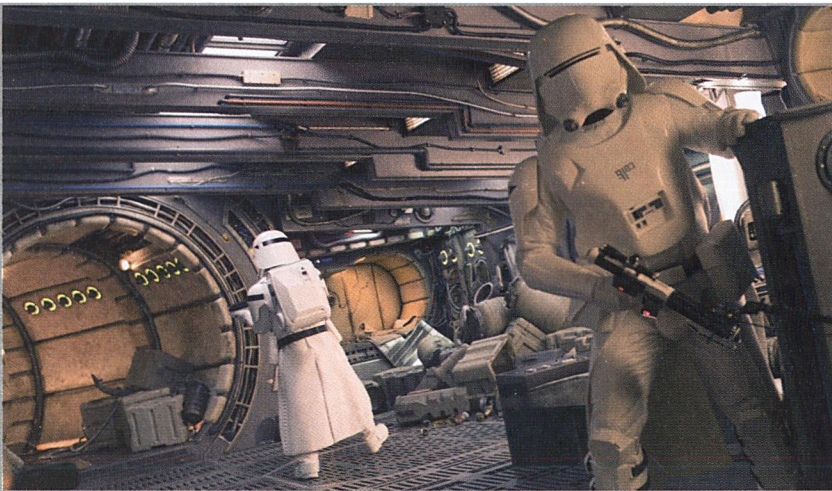
Rey's piloting skills and mechanical instincts serve her well when she climbs behind the controls of a First Order snow speeder.

INFILTRATION

Han Solo and Chewbacca have made a decades-long career of infiltrating seemingly impenetrable fortresses, and Starkiller Base is just the latest challenge in their path. Solo's foolhardy ingenuity lands a team of well-equipped intruders into the heart of the First Order operation, but the sheer scale of the base is unlike anything they've ever faced.

SNOWTROOPERS

THE IMMENSE POWER harnessed by the Starkiller requires technology that penetrates and spans an entire planet. This means the crew and support staff of the weapon must remain mobile, zipping across and through the snow-covered globe. For security and maintenance of the Starkiller's surface facilities, the First Order equips stormtroopers with cold weather gear that is an advancement of similar equipment worn by the shock troops of the Galactic Empire. The First Order also uses such gear in the conquest of low-temperature worlds in its growing territory of space.



Snowtroopers come in from the cold to examine the interior of the *Millennium Falcon* after it trespasses into First Order territory.

GUARDING THE STARKILLER

The result of decades of searching for a world in the Unknown Regions with exacting specifications, the Starkiller planet is destined to play a crucial role in the First Order's bid for galactic dominance. As such, it is very well protected. Snowtrooper teams were the first to scout the frozen world, eliminating any native life forms that could pose a threat to the colossal excavation and construction project. Snowtroopers now guard all access points to the control headquarters, supported by patrol droids.



SONN-BLAS F-11D BLASTER RIFLE
Snowtroopers carry standard stormtrooper weaponry, with slight modifications to shunt excess heat into the more sensitive interior mechanisms.



VEHICLE-MOUNTED REPEATING BLASTER
The primary armament of the First Order snow speeder is a pintle-mounted FWMB-10 medium repeating blaster.

SNOW SPEEDER

Simple yet rugged, the Aratech-Loratus light utility speeder truck is a versatile, general purpose vehicle tasked with patrol and transport across the surface of the Starkiller planet. The speeder can accommodate three: a pilot, a passenger, and a gunner operating the repeating blaster mounted in the prow of the craft.

DATA FILE

> Though the Resistance has cataloged stormtroopers equipped for cold weather, incendiary, and crowd control operations, intelligence analysts are convinced there are many more specialist units awaiting discovery.

Three different helmet designs for stormtroopers, showing variations in visor shape and sensor placement.

The deep mental conditioning that First Order stormtrooper recruits undergo helps eliminate weak-willed types likely to complain about cold conditions.



COLD WEATHER GEAR

Snowtrooper armor consists of fewer plates than the standard stormtrooper kit, to permit increased movement in difficult snow or icy terrain. However, the whole suit is sealed in an insulated "envelope," consisting of wind- and water-resistant fabric worn over a dense, heat-retaining body glove. A powerful heating and personal environment unit worn as a backpack monitors and regulates body temperature.



BODY ARMOR
The snowtrooper chest plate is made of betaplast composite, with an icophobic coating that prevents the buildup of frost, even in humid conditions.

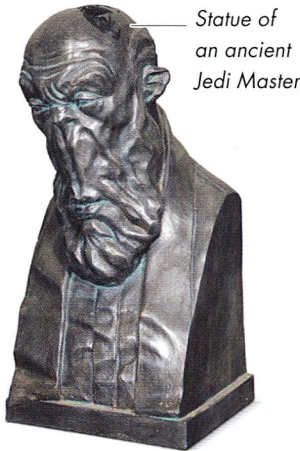


MAZ KANATA

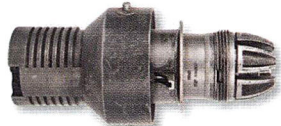
DESCRIBED AS AN acquired taste by those who know her best, the boisterous Maz Kanata has carved herself a safe haven on the fringe of the galaxy, where she holds court in an ancient castle as the preeminent font of smuggler wisdom. Kanata has gotten many a young brigand started in the freebooting trade, and has a preternatural gift for sensing the shifting tides of fortune in the galaxy. She has weathered many regime changes in her long life, and has not only survived, but found ways to thrive.



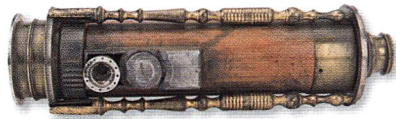
Compelled to explore the deeper recesses of Maz's castle, Rey faces some of her deepest fears as well as an overwhelming vision brought on by the power of the Force.



BUST OF MASTER CHERFF MAOTA



FUSION CUTTER HEAD



DIATIUM POWER CORE



MAZ'S CURIO BOX

Four-thousand-year-old hyperspace sextant

Ancient wroshyr wood

MAZ'S TREASURES

In her centuries of travel, Maz has collected countless trinkets and treasures, not to sell but to protect. She has seen the tide of dark and light ebb and flow across the galaxy, and believes that a relic from the past may someday make a difference in the future.

Maz keeps the box unlocked

PIRATE LEGEND

Maz's diminutive form seems at odds with her legendary exploits, though her larger-than-life personality bridges these extremes. Affable, eccentric, and wise, she has seen much in her centuries of life and can rapidly take stock of new acquaintances. In recent decades, Maz has kept secret one of her greatest strengths—an affinity for the Force. Though she has known Jedi (and has a few tall tales regarding encounters with Knights and Masters), she never walked that path herself, instead relying on her strong connection to the Force to keep her out of danger.

Bracelet of the Suro

Socks knitted by Maz herself



MAZ'S BLASTER

Compact weapon fits Maz's small hands

Power setting adjust

Variable lens corrective goggles



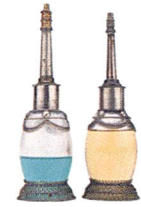
Disfigured Artiodac face

Kitchen vibro-knife

Stained leather apron

STRONO "COOKIE" TUGGS

A centuries-old fixture within the castle, Tuggs has a surly attitude that is the subject of good-natured ribbing by those who eat his cooking in the dining hall.



CHADIAN AND UBESE DRESSINGS



GORNT MEAT



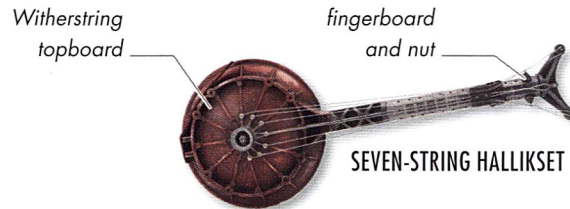
BAKED CUSHNIPS WITH FRAL



MEAT TENDERIZER



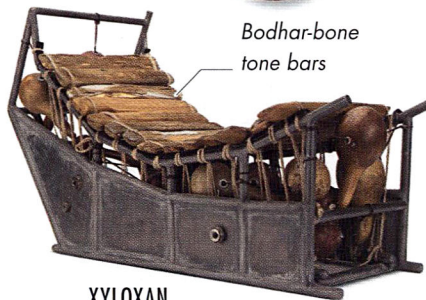
FRESH FRUIT PLATTER



Witherstring topboard

fingerboard and nut

SEVEN-STRING HALLIKSET



XYLOZAN

Bodhar-bone tone bars



KASTA DRUM

Hypolliope horn cluster

ENTERTAINMENT

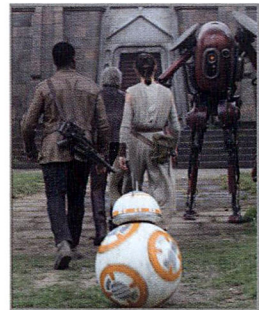
A poet and painter, Maz delights in all forms of art as it provides a way for an old pirate to discover new wonders. She offers board to traveling musicians in exchange for their performances, and aspiring and occasionally desperate bands brave the cutthroat-filled castle. Some are thrill-seekers; others are looking to line their coffers in ventures that have little to do with music.



MAZ'S CASTLE

Having stood at the shore of a freshwater lake for millennia, Maz's castle is a peculiar blend of ancient and current. Sensor arrays and communications gear help keep Maz connected to the wider galaxy, but a short walk from the castle plunges visitors into a primordial forest seemingly never touched by technology. Maz enjoys this contrast. To her, it is yet another manifestation of a cosmic balance.

Thromba and Laparo are Frigolian cryptosurgeons who offer cosmetic alterations for those looking to disappear.



Upon arrival at the castle, Finn, Rey, Han, and BB-8 pass by HURID-327, a jovial loadlifter droid.

DATA FILE

> Services available at Maz's castle include appraisals, loans, medical assistance, food, room and board, games of chance, navigational updates, and basic repairs.

> Maz has only felt comfortable openly acknowledging her Force abilities since the death of the Emperor.



TAYBIN RALORSA

INFRABLU ZEDBEDDY COGGINS

UBERT "STICKS" QUARIL

SUDSWATER DILLIFAY GLON



MAZ'S CASTLE

MAZ KANATA EXTENDS a warm hospitality to those willing to abide by the unwritten rules of her castle keep. Though inevitably tempers flare and the occasional scuffle erupts from so many spacers, grifters, and pirates mingling in a small area, matters of politics and warfare must be left outside. Emissaries of galactic governments are not given any special treatment, and business trumps all matters of diplomacy and protocol. This relaxed formality has attracted a motley assortment of outlanders from all across the galaxy.



DATA FILE

- > Maz's castle is thousands of years old, and stands on land that was an ancient battleground between the Jedi and the Sith.
- > As the castle is known to be neutral territory, spies from the First Order and Resistance find sanctuary there.



GRUMMGAR AND BAZINE

A big game hunter and gun-for-hire, Grummgar is obsessed with trophies, whether of the animal kind illegally poached in the wilds of distant worlds, or of the head-turning female variety attracted by his brute magnetism. Grummgar is too self-centered to consider anybody else's agenda, and does not realize that the woman he has attracted, Bazine Netal, is in fact a spy with a direct line to the First Order.

From her vantage point on Grummgar's lap, Bazine can see all that transpires at Maz's castle tavern.

Complex pattern is sensor-jamming baffeweave



BAZINE NETAL

WOLLIVAN

An interstellar scout and hyperspace trailblazer, the inquisitive Wollivan sells—or gambles away—valuable astrogational data and scavenged trinkets to smugglers and traders.



Spacer's gloves

Blarina vac-suit



CAPTAIN ITHANO'S BLASTER RIFLE

Proudly captured from a Kanjiklubber

Kaleesh helmet conceals Delphidian heritage

CAPTAIN ITHANO

Armorweave-lined cape



Desperate to find a new path in life, Finn seeks to depart Takodana with Captain Ithano and First Mate Quiggold, a pair of smugglers and pirates recommended by Maz.

Gabdorin species

QUIGGOLD

Made from hyperdrive plotter pins

Power plant contained in chest



QUIGGOLD'S PRAYER BEADS

Hydraulic line



GA-97

Unassuming servant droid GA-97 is aligned with the Resistance, and plugged into their intelligence network.

Collapsible legs for compact stowage

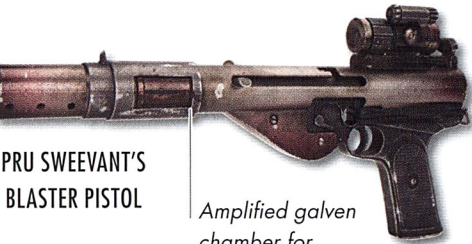
Replacement leg made from fuel funnel

PIRATE CREW

"Lower ye shields and come about!"—these are the terrifying orders no starship crew wants to hear over their comm. They signal the arrival of Captain Sidon Ithano, also known as the Crimson Corsair, the Blood Buccaneer, or the Red Raider. He lets his reputation, and his First Mate Quiggold, do the talking for him. They travel the starlanes in their modified freighter, the *Meson Martinet*.

CASTLE GUESTS

WITH ITS LOCATION in the Tashtor sector offering access to major trade routes that connect the Inner and Outer Rim, Takodana is a popular departure point for star travelers of every type. For those willing to brave the lawlessness of the sparsely settled Outer Rim or Western Reaches, Maz's castle is often the last taste of civilization. For those heading Coreward, it's a last gasp of frontier living. Fugitives desperate to avoid law enforcement have their pick of escape routes, provided they have the credits to pay for transit and the skill to negotiate proper terms.



PRU SWEEVANT'S
BLASTER PISTOL

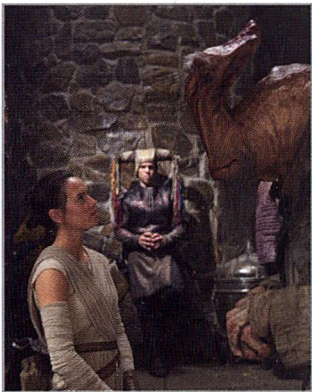
Amplified galven
chamber for
intense blasts



Blue color is camouflage
in Narq's fungus forests

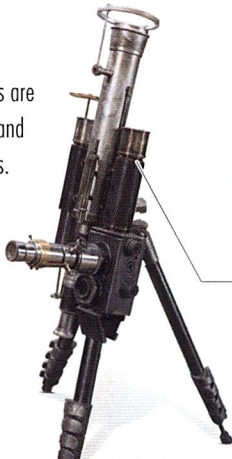
PRU SWEEVANT

A blue-faced Narquois bandit, Pru uses contacts within the Mining Guild to find out the schedules of vulnerable convoys.



Though Rey has not exactly lived a sheltered existence, Takodana holds a host of new experiences for her. Rey has never seen a world so lush, so humid, and with such a diverse population.

Faded ascetic robes
offer little comfort



ELECTRO REFRACTOMETER

SONSIGO AND MUNDURI

These two Bravaisian podmates are attracted to glittering gems and metals, and offer top prices.

Goggles protect
sensitive eyes



DIVERSE CROWD

A galaxy of different reasons brings people to Maz's castle, not all of them nefarious. Praster Ommlen, a former criminal who has now reformed, offers spiritual guidance to other criminals. Pru Sweevant robs commerce ships, while Sonsigo and Munduri are gemologists who appraise precious stones harvested on newly cataloged worlds. As different as they all may be, these beings connect, each offering something of value to another.

PRASTER OMMLLEN

A devotee of the Sacred Ramulus, an Ithorian sect of worship, Ommlen is an Ottegan former gunrunner who has put his life of crime behind him.

Ottegan
physiology
similar to
Ithorian



PRASHEE AND CRATINUS

Prashee and Cratinus are Ubdurian brothers who love a good game of chance, and take advantage of their identical appearance to swap identities in profitable swindles.

Aurodium
belt buckle



Matching Ubdurian
travel smocks

JASHCO PHURUS

When away from Maz's castle, Jashco is a pirate who prowls the Arrowhead Region east of Coruscant.

Field-accelerated
blaster rifle



Tricorraan
raider robes

HASSK TRIPLETS

Near-feral subhumanoids, these Hassk thugs are frequently itching for trouble in the main hall of Maz's castle, but other, larger beings keep the peace.

DATA FILE

- > The droid ME-8D9 is rumored to be as old as Maz herself, and some believe the droid was part of the ancient castle population.
- > Maz is delighted to see Han Solo again, as she has not seen the Corellian scoundrel in 25 years.



GWELLIS BAGNORO

A mysterious Onodone who doesn't talk about his past, Gwellis is an expert forger who specializes in transit documents.

Battered
VT-33d
blaster
pistol



Izby, a pet
barghest and
loyal protector



SABACC CARDS

Coded
value only
redeemable
at Maz's



GAMBLING CHITS



CHANCE CUBES
AND FIGHTING DROIDS



Contains valuable
technology

PRIZE BOX

Flesh-tearing
fangs

Sensitive
hearing



GAMBLING DEN

Games of chance are a popular pastime in Maz's castle as they provide a non-violent way for extremely competitive cutthroats to prove their mettle. In addition to casino classics like sabacc, pazaak, and dejarik, other popular games include Deia's Dream, a board game favored by the insectoid Dengue sisters, and droid ball fighting, wherein spheroid droids bash against each other in a square arena table, with droids of the same color being able to clump together to form more formidable fighters.

INDEX



Sun-shielding
sedge hat

Scavenger's
apron

DAVAN MARAK

A

Admiral Ackbar 59
Admiral Statura 56, 58
Anakin Skywalker 33, 65
Andrithal Robb-Voti 67
astromech droids 10, 11, 63, 65
Athgar Heece 37

B

Bala-Tik 52, 53
Battle of Endor 8, 9, 48, 59, 60, 65
Bazine Netal 74
BB-8 10–11, 13, 22, 32, 64
Black One 13, 61
blasters 12, 15, 16, 17, 20, 23, 29, 33, 37, 39, 41, 46, 54, 55, 56, 70, 71, 72, 75, 76
Blue Squadron 61
Bollie Prindell 62

bowcaster 48, 49
Brasmon Kee 66

C

C-3PO 56, 63, 64, 65
Captain Ithano 23, 75
Captain Phasma 21, 28–29
Cherff Maota 72
Chewbacca 46, 47, 48–49, 53, 69
Chief Petty Officer Unamo 43
Clone Wars 14, 16, 17, 19, 33, 40, 58, 59
Colonel Datto 69
Constable Zuvio 36
Core Worlds 8, 52
Corona Squadron 9, 62
Coruscant 9, 34, 66
Cratinus 77
Crokind Shand 55
“Crusher” Roodown 37

D

dark side 24, 26, 27
Darth Vader 24, 26
Dasha Promenti 15
Doctor Kalonia 48, 59
D’Qar 9, 56, 57, 58, 61, 62, 63, 65
droids 36, 43, 63, 64, 69

E

electrobinoculars 62
Ello Asty 61
Empire, Galactic 8, 12, 14, 15, 16, 34, 35, 44, 52, 56, 59, 66, 70
Eravana 47, 50
explosives 23, 49

F

Finalizer 24, 25, 41, 42–43
Finn 22–23, 32, 33, 47, 49, 50, 57, 73
First Order 8, 12, 13, 15, 16, 17, 20, 21, 22, 23, 25, 26, 28, 29, 32, 40, 41, 47, 49, 50, 56, 58, 60, 63, 66, 67, 69, 70, 74
insignia 41
flamethrower 18
flametroopers 18–19
FN-2187 20–21, 23 *see also* Finn
Force, the 14, 15, 24, 25, 33, 47, 72

G

GA-97 75
Gadde Neshurrion 67
Galactic Civil War 8, 9, 16, 34, 41, 46, 58, 60, 61, 62, 69
Galactic Concordance 8, 40, 41, 66
gambling 77
General Hux 28, 29, 40–41
Goss Toowers 62
Grummgar 74

GTAW-74 “Geetaw” 36
Guavian Death Gang 52–53, 54
Gwellis Bagnoro 77

H

Han Solo 23, 33, 46–47, 48, 49, 50, 52, 53, 54, 56, 57, 69, 73, 77
happabore 22, 31, 36
Hassk triplets 77
Hosnian Prime 9, 66
Hutts 36, 54, 55

I

Ilco Munica 15
Inflictor 35
interrogation tools 24

J

Jakku 9, 10, 12, 14, 15, 19, 20, 21, 22, 25, 30, 31, 32, 33, 34, 35, 36, 37, 38, 59
Jashco Phurus 77
Jedi 14, 24, 26, 33, 72, 74
Jess Pava 61
junkyard 38

K

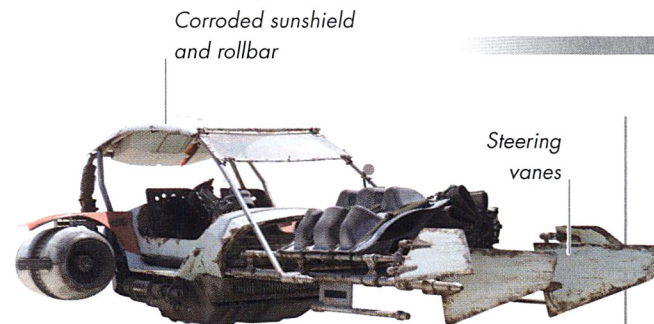
Kanjiklub 54–55
Kaydel Ko 63
Kelvin Ravine 10, 14, 15
King Prana 50–51, 52
Knights of Ren 24
Korr Sella 67
Kylo Ren 12, 22, 24–27, 29, 33, 40, 42
Kyuzo warriors 36

L

Lanever Villecham, Chancellor 66
Leia Organa 10, 12, 47, 56–57, 59, 63, 64, 67
lightsaber 26, 27, 33
light side 26
Lieutenant Mitaka 42
Lieutenant Rodinon 68
Lor San Tekka 12, 14–15
luggabeast 34
Luke Skywalker 23, 26, 33, 57, 65



DRINKS CONTAINERS FROM MAZ’S CASTLE



JAKKU RAIDER SPEEDER

M

Major Brance 58
Major Ematt 59
Maz Kanata 9, 33, 47, 72–73, 74, 75, 77
Maz Kanata’s Castle 73, 74–77
medical equipment 48, 59
Meson Martinet 75
Millennium Falcon 22, 46, 47, 48, 70
Munduri 76

N

Nahani Gillen 66
Nar Kanji 54, 55
New Republic 8, 9, 12, 14, 16, 34, 35, 40, 41, 46, 48, 56, 57, 58, 60, 66, 67, 68, 69
New Republic Defense Fleet 13
Nien Nunb 61
nightwatcher worm 35
Niima Outpost 30, 31, 32, 34, 36–37, 38, 39
Niima the Hutt 36

O

Old Republic 9, 16
Outer Rim 8, 54, 76

P

Palpatine, Emperor 8, 14, 15, 28, 73
Pamich Nerro 63
percussive cannon 52
Petty Officer Thanisson 43
pistols 15, 33, 37, 46
Poe Dameron 10, 11, 12–13, 14, 21, 22, 23, 24, 61
Prashee 77
Praster Ommlen 76
Pru Sweevant 76
PZ-4CO “Peazy” 63

Q

Quadjumper 32
quadnoculars 13, 16, 20
quarterstaff 32, 33
Quiggold 75

R

R2-D2 64, 65
rathtars 50–51
Ravager 35, 45

INDEX

Razoo Qin-Fee 55
Rebel Alliance 8, 9, 12, 13, 30, 59, 60, 62, 63
Red Squadron 61
Regent Solculvis 51
Resistance 8, 9, 12, 23, 32, 43, 47, 56, 57, 58, 59, 62, 65, 67, 68, 74

command center 62–63, 64
commanders 58–59
ground crew 62–63
infantry 57
pilots 60–61

Rey 22, 23, 30–33, 35, 38, 39, 47, 50, 69, 72, 73, 76
rifles 12, 15, 37, 55, 70, 74, 75
riot control baton 17

S

salvage tools 31, 35
Sarco Plank 37
Senate, Galactic 8, 9, 58, 66–67
shuttle 25
Sith 15, 24, 26, 74
Snap Wexley 60
snowtroopers 70–71
Sonsigo 76
Special Forces 45
speeders 31, 34, 63, 69
snow speeder 69, 71
Star Destroyer 25, 31, 35, 39, 42, 43
Starkiller Base 29, 68–69
Starkiller operation 40, 49
Starkiller weapon 41, 58, 68, 70
Starship Graveyard 34–35
steelpeckers 35
stormtroopers 15, 16–17, 18, 19, 24, 28, 29, 40, 43, 68, 71
Strono “Cookie” Tuggs 73
Super Star Destroyer 35, 45
Supreme Leader Snoke 24, 25, 26, 40, 68

T

Takodana 9, 23, 47, 56, 77
Tasu Leech 54, 55
Technician Mandetat 68
Teedo 34
Thadlé Berenko 67
Thanlis Depallo 66
TIE fighter 21, 32, 41, 44, 45, 68
Special Forces 45
TIE Pilot Corps 44
transports (First Order) 17
transports (resistance) 57
Tuanul Village 15, 25

U

Unkar Plutt 32, 38–39, 47
Unknown Regions 8, 25, 29, 34, 35, 40, 68, 69, 70

V
Vober Dand 62
Volzang Li-Thrull 55

W

Western Reaches 9, 12, 34, 76
Wollivan 75

X

X-wing 13, 60, 61, 62

Z

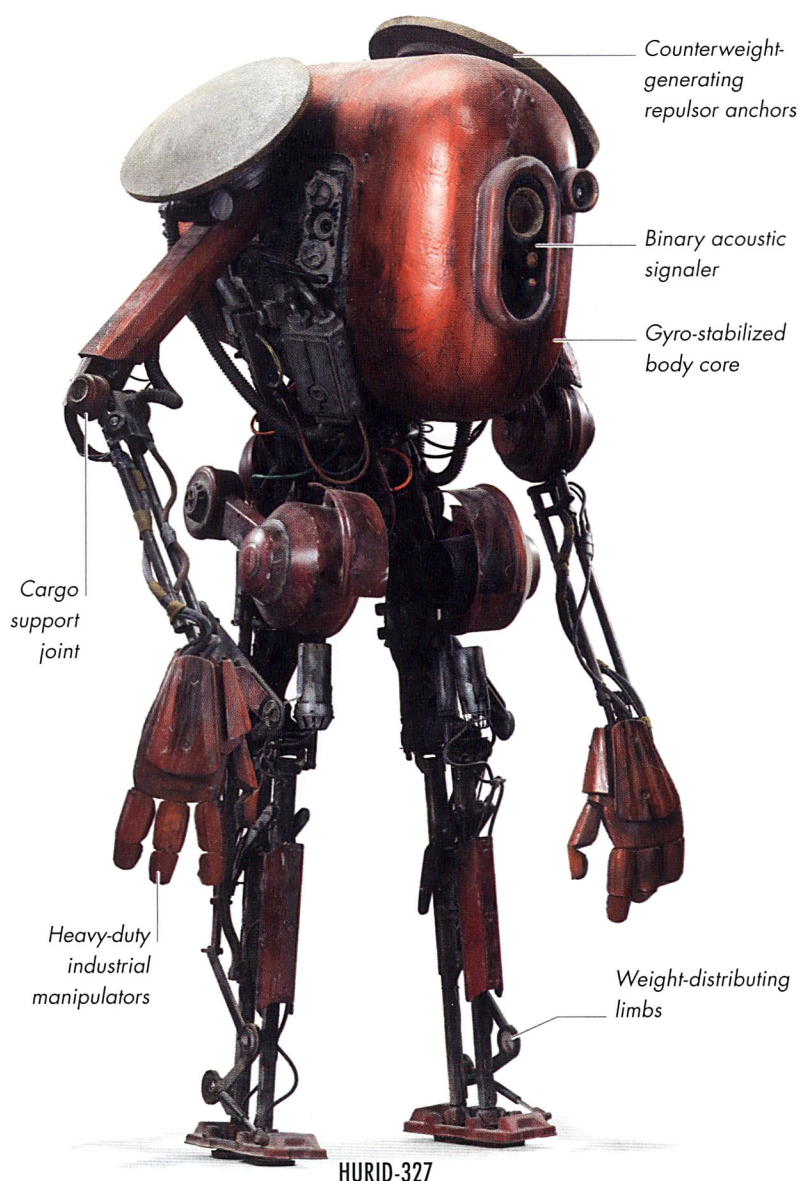
Zygli Bruss 67



Cybernetic arm
power brace

Combat droid
plate armor

ROSSER WENO



Penguin
Random
House

Project Editor David Fentiman
Project Art Editor Owen Bennett
Creative Technical Support Tom Morse
Senior Pre-production Producer Jennifer Murray
Senior Producer Alex Bell
Managing Editor Sadie Smith
Managing Art Editor Ron Stobbart
Art Director Lisa Lanzarini
Publisher Julie Ferris
Publishing Director Simon Beecroft

For Lucasfilm

Executive Editor Jonathan W. Rinzler
Image Archives Stacey Leong, Tim Mapp, Shahana Alam, and Matthew Azeveda
Art Director Troy Alders
Story Group Leland Chee, Pablo Hidalgo, and Rayne Roberts
Photographers David James, Jules Heath, John Wilson, and Shannon Kirbie

First American Edition, 2015
 Published in the United States by DK Publishing
 345 Hudson Street, New York, New York 10014

Page design copyright © 2015 Dorling Kindersley Limited
 DK, a Division of Penguin Random House LLC
 15 16 17 18 19 10 9 8 7 6 5 4 3 2 1
 001-183101-December/2015

© & TM 2015 LUCASFILM LTD.

All rights reserved.

Without limiting the rights under the copyright reserved above, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written permission of the copyright owner.
 Published in Great Britain by Dorling Kindersley Limited.

A catalog record for this book is available from the Library of Congress.

ISBN 978-1-4654-3816-4

DK books are available at special discounts when purchased in bulk for sales promotions, premiums, fund-raising, or educational use. For details, contact: DK Publishing Special Markets, 345 Hudson Street, New York, New York 10014
 SpecialSales@dk.com

Printed and bound in the USA

A WORLD OF IDEAS:
SEE ALL THERE IS TO KNOW

www.dk.com
 www.starwars.com

ACKNOWLEDGMENTS

Pablo Hidalgo: Blazing new trails in an uncharted galaxy could be a lonely endeavor, but I've been fortunate to be surrounded by an amazing team of collaborators. To my compatriots in story development at Lucasfilm, particularly Kiri Hart, Rayne Roberts, Carrie Beck, Diana Williams, James Erskine, and Leland Chee, with whom I was witness to the genesis and evolution of *The Force Awakens*, my thanks.

I am indebted to Brian Miller, Phil Szostak, Stacey Leong, and Newell Todd for their help in navigating the flood of information that accompanies a film in production.

A trip to Pinewood Studios to witness firsthand the incredible work of the production crew—particularly the props, sets, creatures, and art department—was of immeasurable value, so my thanks to the many devoted people behind the scenes who have made the dream of a new *Star Wars* movie a reality.

This book would not be in your hands without the diligent work of J.W. Rinzler,

David Fentiman, Owen Bennett, and Sadie Smith, who not only shaped its creation but extended the invitation for me to be its author. To Jason Fry and Kemp Remillard, who are charting similar territory with their own DK *Star Wars* book, I offer my thanks.

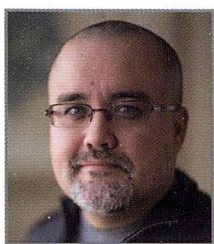
I want to of course thank my wife, Kristen, for her support during an incredibly busy time at Lucasfilm, including now, at 4 am, when I write these acknowledgments.

I must offer my deep gratitude to JJ Abrams, Lawrence Kasdan, and Kathleen Kennedy, who not only invited me to witness the creation of this new *Star Wars* chapter, but also asked me what I thought.

And to think this is just the beginning!

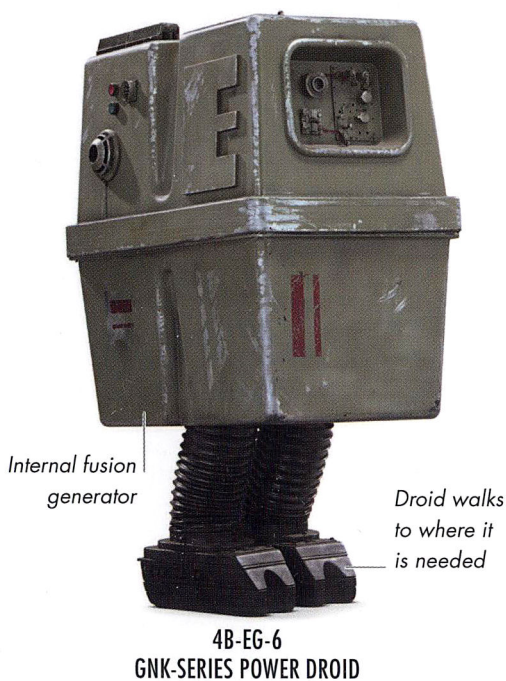
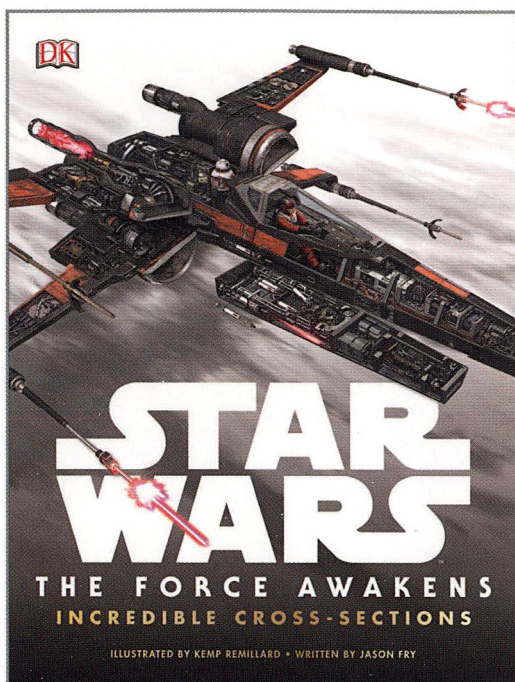
DK Publishing: We would also like to thank Phil Szostak, Brian Miller, Natalie Koczekian, and Mike Siglain for their assistance with the creation of this book, and Joe McDonald for photographing the special fabrications.

THE AUTHOR



PABLO HIDALGO has been writing professionally about *Star Wars* since 1995. In 2000, he joined Lucasfilm to become a full-time *Star Wars* authority, first as a *StarWars.com* writer, and now as a creative executive in story development. He has written or co-written several authoritative *Star Wars* reference books, including *Star Wars: Year by Year* and *Star Wars: The Essential Reader's Companion*, as well as guide-books to other brands such as Hasbro's *G.I. Joe* and *Transformers*. He lives in San Francisco.

CHECK OUT THIS OTHER GREAT TITLE FROM DK





BLASTECH DH-17

GTAW-74
WELDER
DROID



Plasma arc
welder torch

Helmet
conceals
Delphidian
heritage



CAPTAIN ITHANO

Armorweave-
lined cape

The complete guide to *Star Wars:* *The Force Awakens*, this Visual Dictionary reveals all of the characters, creatures, droids, locations, and technology.

SEE

Unique cut-aways of Kylo Ren's
lightsaber, a TIE pilot's helmet,
and BB-8's head • First Order
stormtrooper weapons and equipment
• The Kanjiklub and Guavian Death
Gang • The aliens of Maz's castle

DISCOVER

The dark origins of Kylo Ren •
Starpilots of the Resistance
• Poe Dameron's customized
X-wing, *Black One*

EXPLORE

The giant wrecks of Jakku's Starship
Graveyard • The ancient halls
of Maz's Castle • The hidden
Resistance Base •
And much more!

Resistance
symbol

X-WING
PILOT'S
HELMET



External accelerator
barrel cage



WASP BLASTER RIFLE

Rank
pauldron

Filtration
system with
external tank
hook-up



FIRST ORDER
STORMTROOPER

Solar collector
array



TIE
FIGHTER



starwars.com



www.dk.com

ISBN 978-1-4654-3816-4

Printed in USA



9 781465 438164

5 1999